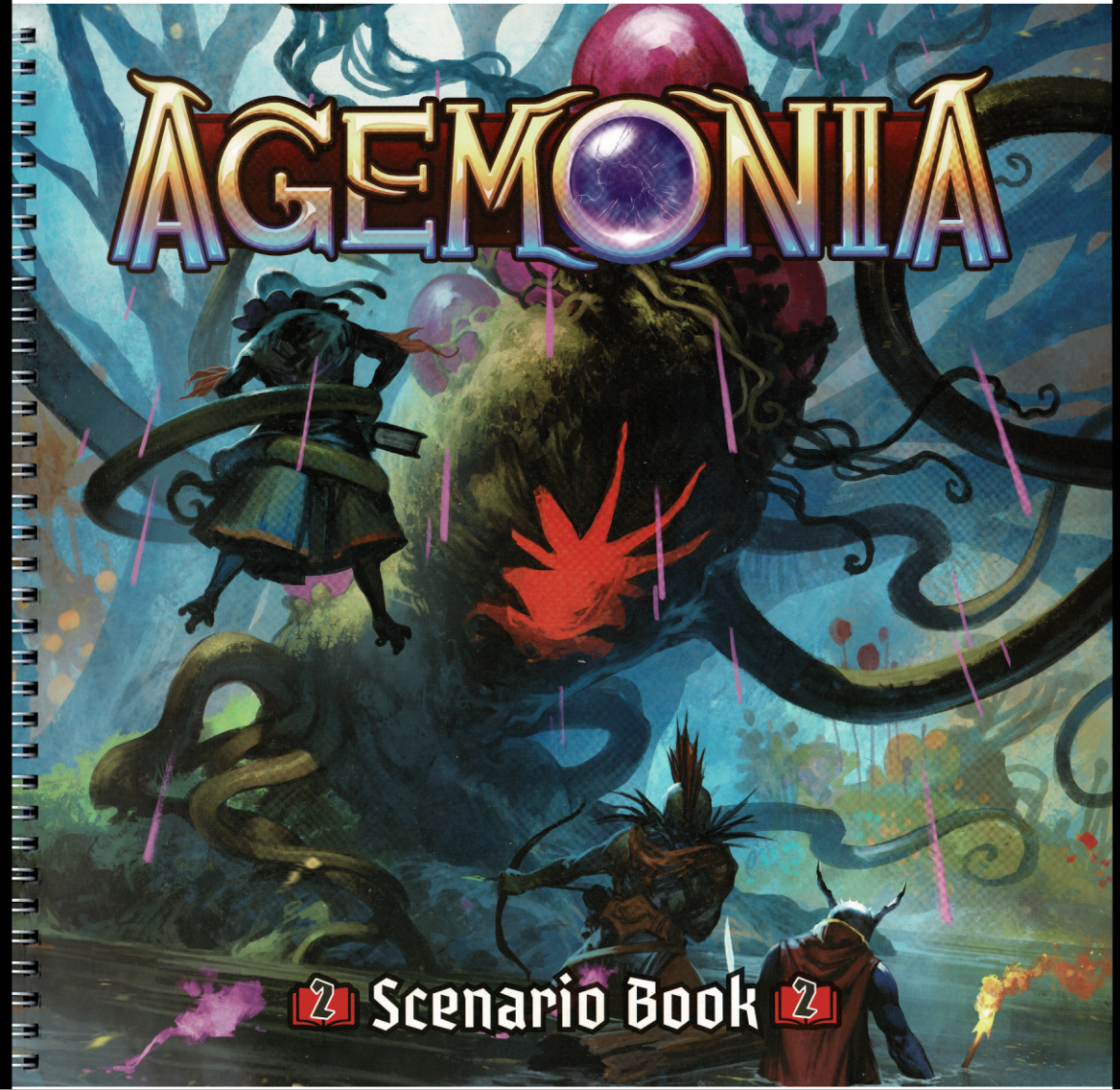
AGEMONIA
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AGEMONIA

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1 The Flooded Inn

The city of Ambergate stands on dozens of small islands, connected by canals and bridges. One such island holds the Shimmering Squid Inn where you are staying. One evening you are standing on the balcony overlooking the magnificent gate from which the city gets its name, a doorway into nowhere.

A few weeks ago, the runes decorating the gate lit up with an eerie blue radiance. People have come from far and wide to witness this phenomenon, just as you admire it from your balcony.

Just then the gate starts to crackle with azure energy, and water starts to pour in through it. The canals overflow and the islands closest to the gate are completely submerged. Cries of panic and the ringing of bells fill the air.

You rush downstairs into the common room where water is already knee deep. The innkeeper, the barmaid, and the customers all look desperately in need of help as the water pours in through the door and the windows. To help them, you will need to act quickly!

You do not know any of the others standing with you at the bottom of the stairs, but they also seem eager to assist. If you divide up the tasks at hand, you should be able to help many of those in need.

Initiative
Salvage Pile
A
1
B
1
C
2
D
1
E
1
F
0
G
0
H
0
K
1
M
1
M
1
J
0
L
2
Start

Conclusion

The flood waters get so high that retreating to the upper floor of the Shimmering Squid is the only option left to you. Eventually even that is flooded, and you are forced to climb onto the roof. You see people trying to swim to safety or using doors and tables as makeshift rafts. You spend your time helping others, but the truth is you are also in need of help.

Any Story cards still below a player's Hero board are removed from play.
For each Story card you added to the salvage pile, read the relevant entries (in order) below:

STORY CARD 'A' - CHEST OF THE FIFTH EYE

You help the old priest lift the heavy chest onto the roof. He tells you the Cult of the Fifth Eye collects ancient artifacts, and the chest holds one of their most valuable discoveries.

"May the Fifth Eye watch over you," he says.

The priest introduces himself as Aries Kirane and writes you a letter of recommendation to be used in Runedale.

Write "Letter of Recommendation" in your Party Journal.

STORY CARD 'C' - FUNGUS THE GRIC

The barmaid Stella is petting her gric, both clearly bringing comfort to each other.

She has precious little on her, but as a token of her gratitude, she gives you a rare herb.

Gain a Star Lotus token.

STORY CARD 'G' - SACK OF SCROLLS

Before you ran up the stairs, you delivered the scrolls to the one-eyed ignisaur. She gave you some money in gratitude before swimming off to the stable.

Each Hero gains 2 .
Write "Scrolls Saved" in your Party Journal.

STORY CARD 'K' - TOGREL WHISPERER

Thinking about the scared togrel you saved makes you feel good. Togrels are used as mounts by the local nihteegri, but clearly the mysterious ignisaur has found this one useful as well. Something tells you that was not the last you have seen of that magnificent animal.

Give Story card 'K' to the Hero who calmed the togrel.

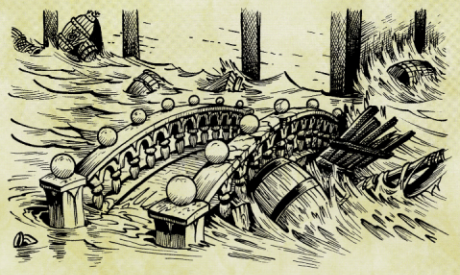
STORY CARD 'L' - FAMILIES SAVED

In a nearby over-crowded sailboat you recognize the pattangan family you helped by clearing the road. The boat sails close enough to the inn's roof for the mother to talk to you.

"I will sacrifice in front of the totems," she says, and makes the claw symbol again. "If only there were room, I would rescue you myself, but perhaps the spirits will bring you good fortune."

With that, she hands something to you over the railing.

Gain a Bitajin Amulet token



ADDITIONALLY, IF YOU PLACED ANY TOKENS ON STORY CARD 'J':

As a korallian the innkeeper is not too worried about the water, but he is very protective of his nihteegri stepdaughter Stella. Most korallians are born in the underwater cities of the Thalassocracy of Zheebul, and believe in working hard in pursuit of their dreams. To see one of them being a parent to a nihteegri child is very unusual.

The innkeeper thanks you for keeping everyone safe, and the bridge standing. As a sign of his gratitude he gives you some coins. "The Creators' success flows down on you," he says in the korallian way.

Gain 1 for each tokens on Story card 'J', and split them amongst your Heroes as you choose.

Achievements

Name	Type	Condition
Explorers	Group	All Story cards have been revealed.
The Toughest Task	Group	Story card 'G' (Sack of Scrolls) is in the salvage pile.
Local Heroes	Group	Story card 'J' (Helping Out) has 4 or more tokens on it.
Pacing Yourself	Individual	Finish the scenario with 2 or fewer spent stamina

Epilog

You see ships, boats, gondolas, rafts, flying rickshaws and airships escaping from the epicenter of the disaster... the gate of amber, which is still pouring out the contents of some otherworldly ocean. But there is no help for you!

Not until a wagon with flapping wings approaches the roof of the inn. It is the one-eyed ignisaur with her togrel aboard.

"I thought you could use a ride," she yells, and throws you a rope ladder.

You let the innkeeper, the barmaid, and the inn's other customers climb in first, and then follow them. The wings are operated with an ancient device, which uses a rare aqura crystal for fuel. The ignisaur lets the others off at a nearby hillside, and then continues onwards with you.

"My name is Shantor Three-Birds, and I would have you join me in my journey to Runedale!"

You have much to discuss as you fly north away from the flooded city, its bells still sounding the alarm behind you.

2 The Road to Runedale

You fly from the flooded city of Ambergate with the mysterious Shantor Three-Birds in her strange wagon, Birdie, as far as the aqura crystal can power it. After you land, the wings are folded, and the calm and pleasant togrel, Legionary, climbs out of the wagon to pull it. The road through the dense wisptree forest is well paved and the sun is shining. You lack your belongings, but there is food and a few basic tools in Birdie's trunk.

Every night while camping, Shantor tells you about her quest. She is looking for beacons built by the Ancients, millennia ago. She hints that she is the last person who can do what must be done to save Agemonia. When asked for more details, she winks, and promises to tell you when you get to Runedale.

On the third day, you see a red light emanating from the horizon ahead of you. Legionary whimpers in fear, and Shantor has to calm him. "A great evil is afoot. I must go ahead to investigate," Shantor says solemnly, and shows you a stone with odd markings. "Protect this runic plate. Make sure Legionary pulls Birdie and the plate to yonder hill."

You grab the tools from the trunk, and encourage Legionary to move on. He needs to stay on the road, but you are free to roam the wilderness. Not that it looks very inviting with the razor-sharp bladethorns and the steep cliff on the right.

As Shantor runs off, you have an ominous feeling that something will go horribly wrong if you are delayed...

Additional Setup

Reveal the following items and divide them among your Heroes as you choose:

- Item card 002 "Torch
- Item card 004 "Hand Axe"
- Item card 005 "Shovel"
- Item card 006 "Hook & Rope"

Place your items below your Hero board for now.

Additionally, if a Hero gained the Togrel Whisperer Story card in tutorial 1, give that card to that Hero.

Togrel and Wagon token

Additional Scenario Rules

A summary of these additional rules is shown on the other side of the topmost card of the Story card deck.

Size of Togrel and Wagon

The combined size of the togrel and wagon is 3. This means they take up the same capacity in an area as 3 normal figures. Consequently they may only move into areas with a maximum capacity of at least 3. In areas with a maximum capacity of 3 (or 4), there may be no more than 0 (or 1) other figure in that area at the end of the togrel and wagon's movement.

Movement of Togrel and Wagon

Once per round, at any time during a Hero's turn, the togrel and wagon may move up to 2.

The togrel and wagon may move **through** an area that contains Heroes, and Heroes may move **through** an area containing the togrel and wagon, even if doing so would exceed the maximum capacity of the area.

The togrel and wagon do not reveal Story cards.

Togrel Movement Restriction

As well as the normal restrictions on movement, such as the maximum capacity of an area, there is one further restriction on the movement of the togrel and wagon; they may not move closer to an enemy if that enemy is already within range 3.

Enemies and the Togrel and Wagon

Enemies may not attack the togrel and wagon.

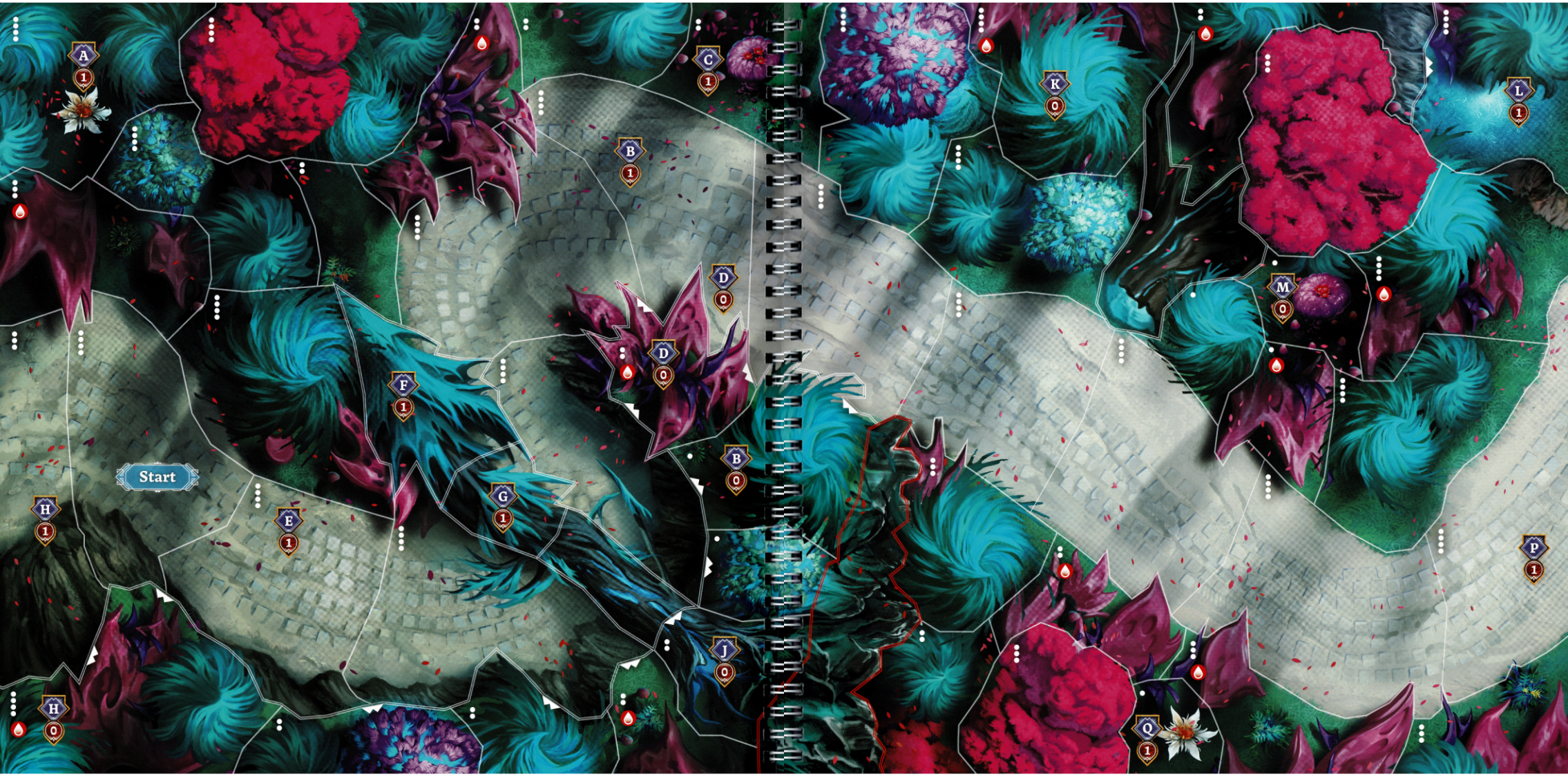
Scenario End Conditions

You successfully complete the scenario if, at the end of any round, the togrel and wagon are in the rightmost road area (where story point 'P' is located). You fail the scenario if all Heroes are exhausted (exhausted will be explained during the first Hero turn). The quicker you can successfully complete this scenario, the better your reward will be:

FATE CARDS DISCARDED	REWARD LEVEL
10 or fewer	The best result
11-12	A moderate result
13 or more	An unfortunate result

If you fail, count your discarded Fate cards as 13 or more.

Whether you succeed or fail, read the Conclusion on page 10 of this book.


A
1
C
1
B
1
K
0
L
1
D
0
M
0
D
0
F
1
B
0
Start
G
1
H
1
E
1
P
1
J
0
H
0
Q
1

Conclusion

You made it past the obstructions and outpace any remaining Skitterers. More appear from the treeline as you rush off up the road towards the rising smoke.

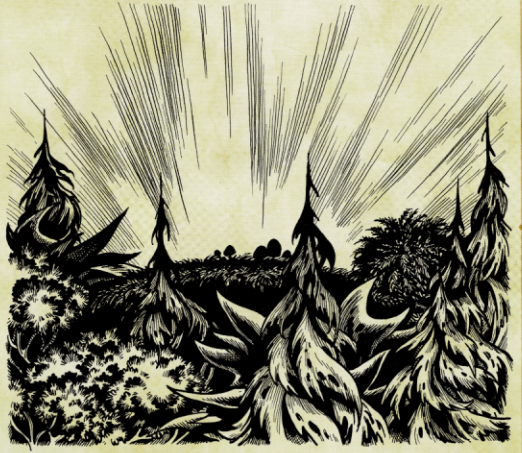
You make it to the hill, where you can see the sky aglow with red and blue light. It is coming from beyond the ruins of the Ancients which mark the forest downhill. You hear faint yells, curses, and blasts, all seemingly coming from a magical battle being fought not far from here.

Then you see a nihteegri sorcerer rise into the sky on a flying disc, casting evil red energy down at Shantor as she levitates herself up, countering with blue magic.

Legionary starts to whine miserably. You do your best to calm him down before going to help his mistress.

Just then you see the evil nihteegri cast a magical bolt your way. You hear the whistling sounds, and you realize you must run for your lives!

Count the number of discarded Fate cards. Read the corresponding section to see how you did. Additionally, the quicker you have completed this scenario, the more advantages you will have in the next.



10 OR FEWER FATE CARDS DISCARDED

You manage to drag Legionary and Birdie out of harm's way, safely towards the ruins ahead. The bolt hits the wisptrees behind you, causing many of them to splinter and fall.

Write "Birdie Saved" in your Party Journal.
Write "Legionary Saved" in your Party Journal.
You will place 2 skitterers on the Scenario map at the start of tutorial 3.

11-12 FATE CARDS DISCARDED

If only you had got here sooner, you could have taken cover in the ruins ahead. The bolt hits Birdie's back side, blowing the wagon into small pieces. You manage to cut Legionary away from the remains and save him, and you also save the runic plate from Birdie's destroyed wreck.

Write "Legionary Saved" in your Party Journal.
You will place 3 skitterers on the Scenario map at the start of tutorial 3.

13 OR MORE FATE CARDS DISCARDED

You cut Legionary loose and grab the runic plate from Birdie, and then run as fast as you can. But Legionary does not realize what is going on, and the bolt destroys the wagon and also hits the poor togrel. He dies with a final sad grunt.

You will place 4 skitterers on the Scenario map at the start of tutorial 3.

Achievements

Name	Type	Condition
Explorers	Group	Story cards 'A', 'L', and 'Q' have been revealed.
Pacifists	Group	No Enemies were defeated.
Slayers	Group	All Enemies were defeated.
Togrel Friend	Individual	A Hero with the 'Togrel Whisperer' Story card from Tutorial 1 successfully calmed the Togrel (see Story card 'E').
Convincing Argument	Individual	Your Hero succeeded at the Will check on Story card 'K'.
Pacing Yourself	Individual	Finish the scenario unwounded, and with a total of 2 or fewer spent stamina and damage.

3 The Secrets of the Ancients

You are still shocked from the magic bolt, the leaves in the trees behind you still smoldering. Desperate not to get hit again, you run from the forest towards the strange lights. As you follow the road you find the derelict ruins of an old pagan town built around a strange round hill. On top of the hill your friend Shantor Three-Birds is caught in a magical battle against a menacing robed figure. He must be the one who cast those magic bolts into the forest! Powerful magics radiate in all directions, painting the clouds first in scarlet, then in blue. Something about them or the hill itself seems to attract your runic plate, which has started to vibrate.

You witness the enemy grab Shantor with his powerful magic and throw her down inside the hill itself. How is that even possible? The evil sorcerer looks your way. He is holding a crimson orb, its light reflected from inside his hood, as if he had a glowing red eye. He hesitates for a moment, perhaps preparing a spell, but then glances at the orb again. Instead of attacking you, he steps on a metallic disc which starts to levitate, and then takes him northwards, away from the scene of battle.

Before you have a chance to react, you see a strange vision. It is Shantor. She tells you that the hill was built by the ancients but is now full of harmful Aox magic created by the powerful sorcerer she was fighting against. The evil energy is clashing with her good magic, and is about to cause an implosion that will pollute this whole region. You must enter the hill and stop this from happening. You must hurry, since Shantor herself is in trouble, too!

Additional Setup

Place a token on each of the 6 lines on the Scenario map shown in the diagram.

Reveal card 1.

A number of skitterers start on the Scenario map according to the number of discarded fate cards in tutorial 2:

10 or fewer: place 2, 11-12: place 3, 13 or more: place 4

Place these skitterers in the areas shown, one per area, in ascending order from 1, until they are all placed.

Give the Runic Plate token to a Hero of your choice.

Additional Scenario Rules

A summary of these additional rules is shown on the other side of the topmost card of the Story card deck.

tokens on the Scenario map

Six of the lines between areas on the Scenario map are covered with a token.

Until the marker is removed, treat each of these lines as a solid barrier (impassible). You may neither move nor reveal Story Points through solid barriers. If the X marker is removed, treat it as a single white line.

Bladethorn Bushes

Just like the Scenario map for The Road to Runedale, the Scenario map for this tutorial has areas containing bladethorn.

Whenever you enter an area containing : 2

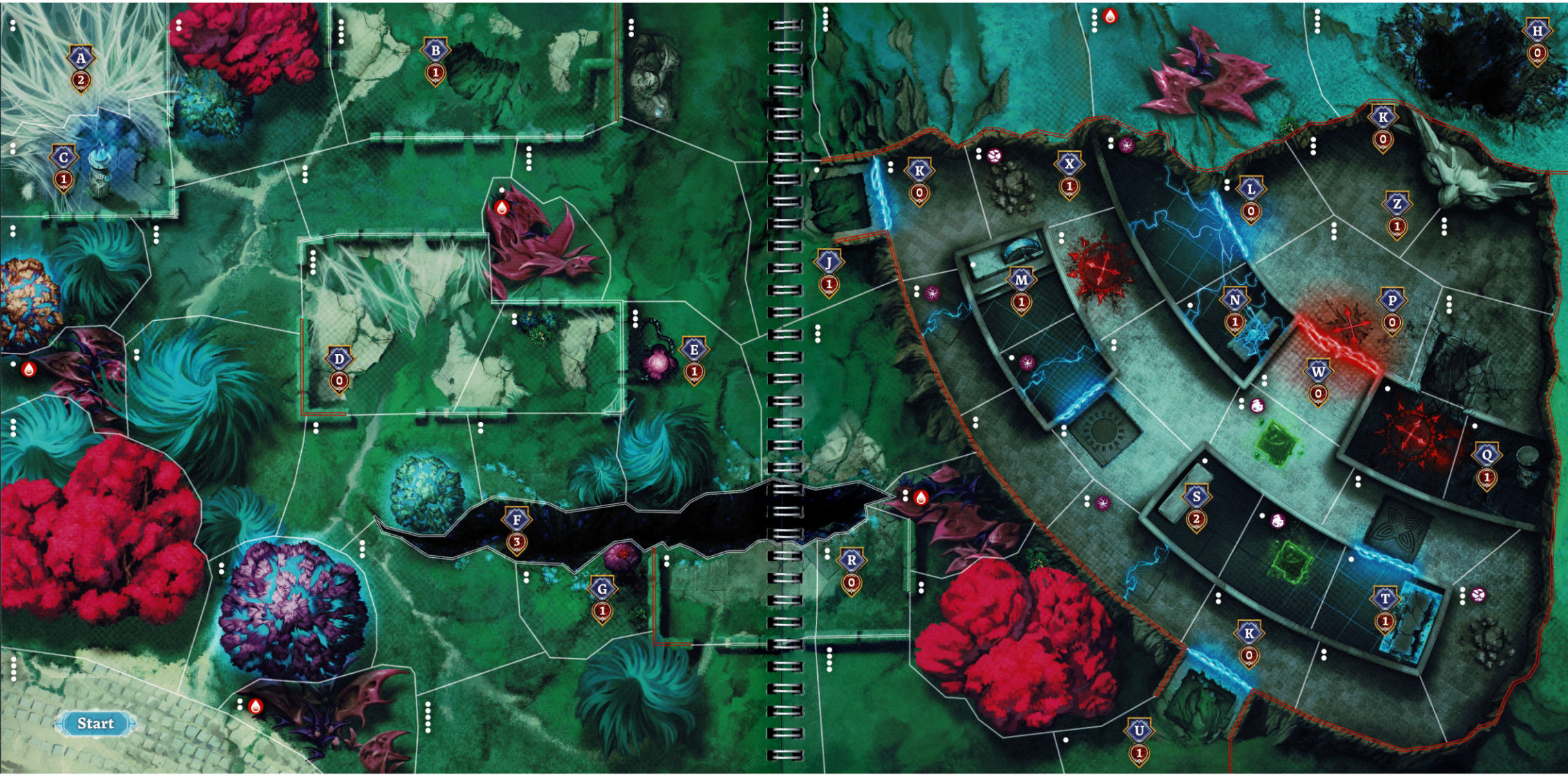
Scenario End Conditions

You successfully complete the scenario when a Story card tells you to read Outcome 1: Scenario Success. Play to the end of that round.

You fail the scenario if all Heroes are exhausted, or if a Story card tells you to read Outcome 2: Fail Forward.

If you both succeed and fail in the same round, count it as a success.

In either case, read the relevant Conclusion (Scenario Success or Fail Forward) on page 74 of this book.


A 2
B 1
C 1
D 0
E 1
F 3
G 1
J 1
K 0
X 1
R 0
H 0
K 0
L 0
Z 1
M 1
N 1
P 0
W 0
Q 1
S 2
T 1
K 0
U 1
Start

4 Twilight Watch

You walk through the entire Northgate District before you reach an unremarkable wooden building leaning against the city wall.

"Here we are," Caillon says.

He takes you in through the main door. Inside you are greeted by strange beast-like sounds and smells, as if you just walked into a stable. You see no togrels, though, but there is a cart at the back between all the crates.

"My people will come around midnight to move these crates," Caillon says. "You'll only have to stay here until then. But if there's any trouble, use whatever you can find. I don't want the warehouse compromised."

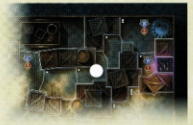
After he leaves, you are left wondering what kind of cargo is transported at night.

Additional Setup

Reveal cards 1 and 3

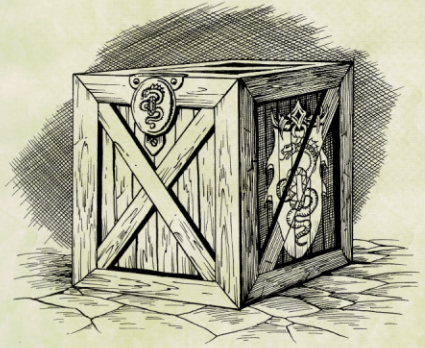
Set aside Razor Arrow standee #4 and Razor Thug standee #4.

Place a Trap token in the area containing ○.



Raid Deck

Shuffle the 4 Raid cards from the Story deck face down and place 3 of them next to the Scenario map to form the Raid deck. Remove the remaining Raid card from play without looking at the other side of it.



Additional Scenario Rules

Raid Deck

At the end of the Discard Fate Card phase in the second Round, reveal and resolve the top card from the Raid deck.

Each Raid card will instruct you to spawn Enemies on the Scenario map, and to start a timer. Once the timer reaches its target number, reveal and resolve the next card from the Raid deck and reset the timer (leaving the most recently revealed Fate card in the Timer pile as normal). If the timer reaches its target number and the Raid deck is empty, the scenario ends.

RAID! DESCRIPTIONS

Each time a Raid card is revealed, read the corresponding Raid! description:

For the ***first*** Raid card revealed » 018

For the ***second*** Raid card revealed » 167

For the ***third*** Raid card revealed » 281

GRAMASK CRATE

This large wooden crate is marked with the emblem of House Gramask. How could their property end up here?

A Hero in an area containing may try to open a Gramask crate:

5 Crowbar: +2
Axe or Shovel: +1

Success: Place a token on the ; this Gramask crate cannot be opened again. Roll a Counter die for loot:

0-5 » Scrap Metal token

6-7 » Quothian Silk token, possible trap*

8-9 » 3, possible trap*

10 » Lanium Bar token

⊘ » 672

*If you roll a loot with a possible trap, gain the loot and roll a Reaction die.
If you roll , reveal and resolve a Trap card.

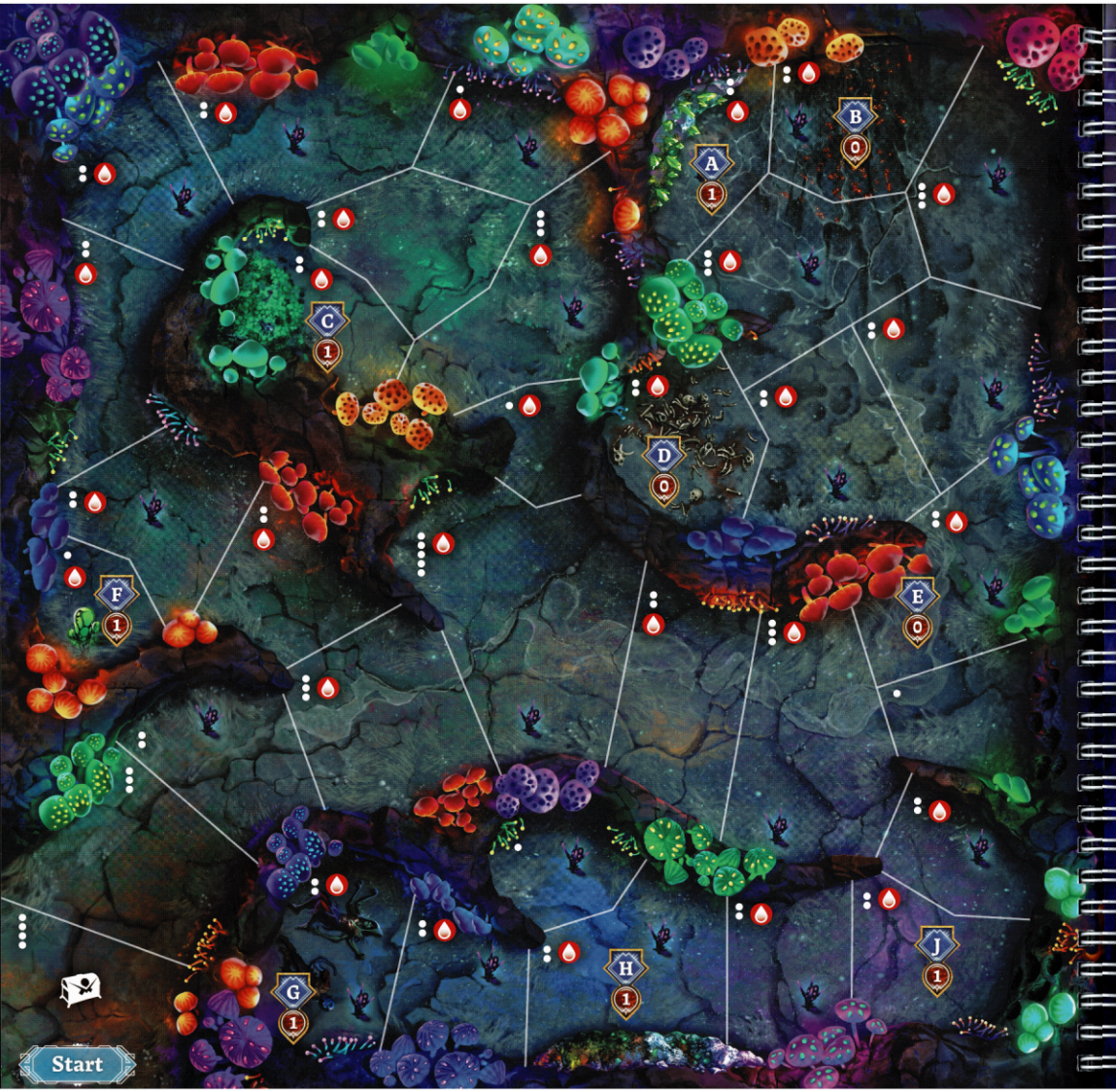
Scenario End Conditions

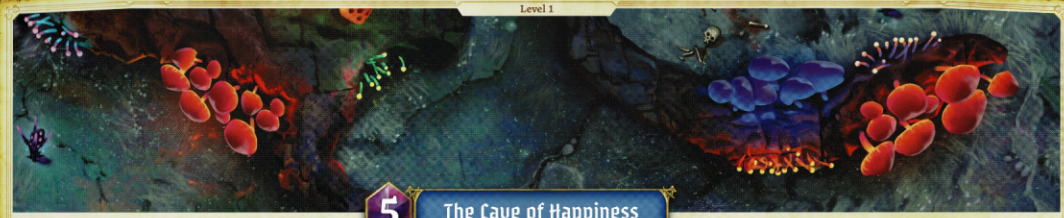
The scenario ends when the timer reaches the target number on the third Raid card.

You successfully complete the scenario if all Enemies have been defeated at the end of the scenario.

You fail the scenario if all Heroes are exhausted, or there are undefeated Enemies at the end of the scenario.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 74 of this book.





5 The Cave of Happiness

The forest is rich with the sound of animals and the scent of plants. You have managed to find the Cave of Happiness. You do not know the origin of the name, but have a suspicion the place is not as inviting as it sounds. The rotting trees near the entrance are covered in fungal conks, and a sickly sweet smell wafts from the cave.

The cavern is a dream-like place full of colorful pulsating lights and strange scents. Breathing the heavy air makes you feel pleasantly nostalgic and you immediately understand where the Cave of Happiness gets its name.

Inside, you see luminescent mushrooms and lichen of all colors, some smelling musky and dense, others like delicious nectar. You hear what sounds like music echoing in the cavern, but then you realize the rhythm is made by some of the fungi.

Your only task is to find the black-and-purple stalks of the nightfingers, but you would gladly spend much longer in this wonderful, care-free place!

Additional Setup

Nightfinger Mushrooms
Place 20 tokens on the Scenario map, each covering a nightfinger mushroom.

Additional Scenario Rules

Scenario Timer
Start a timer at the start of the scenario. Each time the timer reaches 15 for 2 Heroes, 12 for 3 Heroes or 10 for 4 Heroes, follow the instructions below and reset the timer.

The first time the timer reaches its target number » 061

The second time the timer reaches its target number » 045

The third time the timer reaches its target number: Play one more round and then the scenario ends; so many spores have been disturbed and now float in the air that it is impossible to remain inside.

CHEST SYMBOL
Items dropped in an area containing may be divided amongst your Heroes as you choose when this scenario ends. Items dropped in any other area are discarded when this scenario ends. Quest items may not be dropped in an area that doesn't contain .

FUNGAL SPORES
If an Ally starts their turn in an area containing a , they suffer 1 damage.

NIGHTFINGER MUSHROOMS
These are the nightfinger mushrooms which you are here to collect. Their smell brings back beautiful memories of your past; you feel happy to be near them. Picking the nightfingers makes you sad, but at least you will always have them with you. They are fragile, so you must take special care to protect them.

A Hero in an area containing a token may pick a nightfinger mushroom:

Place the token below your Hero board.

Once picked, a nightfinger mushroom is considered to be an item with 2. If a nightfinger mushroom is dropped in an area **not** containing , it is discarded. A nightfinger mushrooms dropped in the area containing is considered to have been successfully gathered, as long as you successfully complete the scenario.

*** SPECIAL ENEMY MOVEMENT**

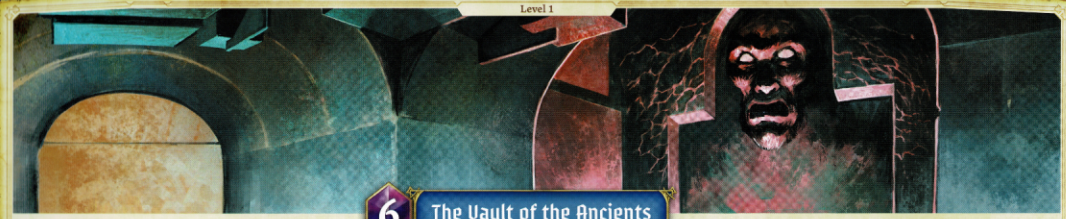
When an Enemy with * after their Move performs their movement, use the following rules instead of the normal Enemy movement rules:

- If there are any areas containing tokens (nightfinger mushrooms) other than the area containing :
  - The Enemy will move towards the one that requires the least amount of movement to reach (you may choose if tied).
  - If it moves into an area containing tokens, discard them, and continue moving.
- If there are no areas containing tokens (nightfinger mushrooms) other than the area containing :
  - Use the normal Enemy movement rules.

Scenario End Conditions

After the timer has reached its target number for the third time, play one more round and then the scenario ends. You successfully complete the scenario if, when the scenario ends, at least one Hero is in the Start area. Otherwise, you fail the scenario.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 75 of this book.



6 The Vault of the Ancients

Skyrender emits horrible shrieks, so no one likes going near it. Yet the ancient key Shantor bestowed upon you feels strangely drawn to the tower. As you approach, a door is revealed in the usually smooth stone surface, and then, a lock. You unlock the door, and the sky-rending shrieks become calmer, even soothing.

The door shuts behind you as you start descending a staircase which gently winds clockwise, making a full turn before you reach a circular vault.

You lost Shantor in front of a huge stone head. Here, there are three, all of them menacing and silent. The whole chamber seems to be a magic circle, just waiting for some ages-old ritual to happen. The three hemispheric receptacles in the center are clearly a part of it. But if this is the beacon, you have no idea how to light it...

Additional Setup

Reveal card 1

Spawn a Revenant in the area containing using Revenant figure #1.

Reveal Story card

Teleporter
Place 3 blue Teleporter tokens next to the Scenario map.

Additional Scenario Rules

Revenant Special Ability: Revenge
See page XX of the Rules Reference.

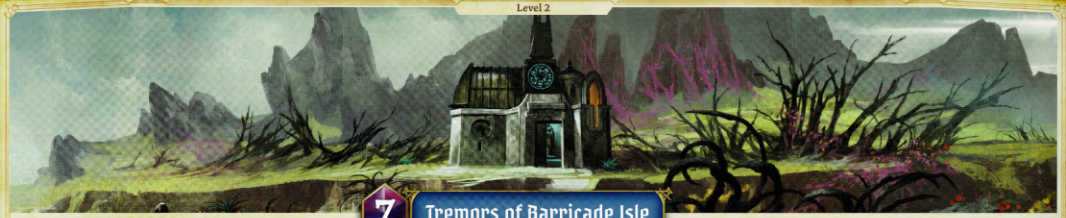
Teleporter Tokens
See Teleport and Teleport tokens on page 29 of the Rules Reference Book for rules on teleporting using Teleporter tokens that have been placed on the Scenario map.

Scenario End Conditions

You successfully complete the scenario if you are told to read Outcome 1: Scenario Success. Play to the end of that round.

You fail the scenario if all Heroes are exhausted. If you both succeed and fail in the same round, count it as a success.

In either case, read the relevant outcome (Scenario Success or Fail Forward) on page 76 of this book.



7 Tremors of Barricade Isle

You journey south and find one of the few poor coastal villages that are the last remnants of Ythmer's people. A fishing boat takes you close to the shore of Barricade Isle, but it does not seem like a sailor's haven to you. If anything, it looks dangerous and foreboding.

You have not been on the island for very long when you feel the ground shake. Birds take flight and pebbles bounce hither and thither. You wait for the tremors to subside before you finally approach the windy hill you are supposed to explore.

Additional Setup

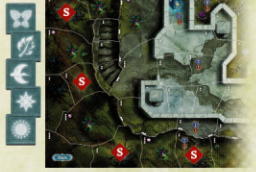
Place the Tremors of Barricade Isle map in the middle of the table.

COLLAPSE DECK

Shuffle the 5 Collapse cards from the Story deck face down and place 4 of them next to the Scenario map to form the Collapse deck. Remove the remaining Collapse card from play without looking at the other side of it.

RUNIC PLATES

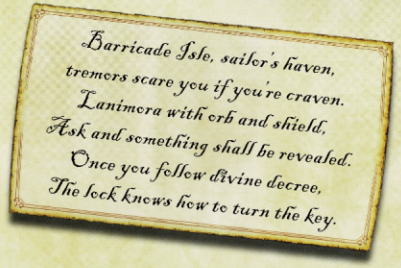
Shuffle the Butterfly, Leaf, Moon, Star, and Sun Runic Plates together face down and place them on the map in the positions shown.



ENEMIES

Reveal card 1

Spawn 1 Skitterer for each ◇ on the map.



Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When the timer reaches 13 for 2 Heroes, 11 for 3 Heroes, or 10 for 4 Heroes, reveal and resolve the top card of the Collapse deck and reset the timer. You fail the scenario if the fourth Collapse card is revealed.

RUNIC PLATES

Treat Runic Plates as items with 0. You may flip a Runic Plate when you pick it up.

TOGSBANE

Togsbane is a herb that has serrated leaves, green on top and red underneath. The flower is violet and warty, erupting in poisonous gas that causes nerve damage.

An area containing a ⊜ contains a togsbane. Whenever an Ally enters an area with or starts their turn in an area with a togsbane, they suffer 1 ♥ damage.

A Hero in the same area as a togsbane and with a shovel as an active item may dig up the togsbane:

Spend 3 ○ » Gain a Togsbane token . Place a ◎ token on the ⊜ on the map. That area no longer contains togsbane.

LEAP AREAS ON MAP

An Ally may move between two areas separated by a leap by spending a movement point to:

? **Fail:** Suffer 2 ♥ damage and gain

You still move into the area even if you fail.

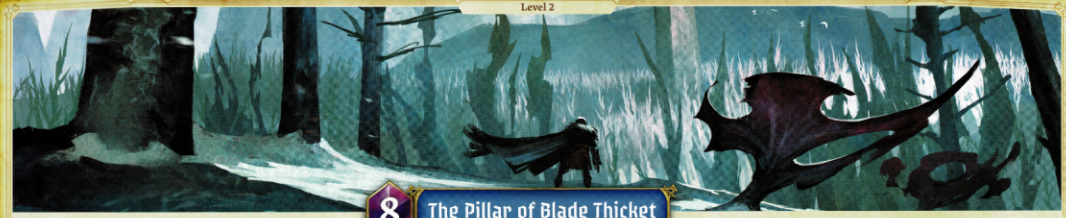
Normal size Enemies may not move between the two areas. Large Enemies may move between the two areas normally.

Scenario End Conditions

You successfully complete the scenario when a Story card tells you to read Outcome 1: Scenario Success. The scenario ends immediately.

You fail the scenario if all Heroes are exhausted, or if the fourth Collapse card is revealed.

In either case read the relevant outcome (Scenario Success or Fail Forward) on page 76 of this book.



8 The Pillar of Blade Thicket

You see the pillar of moonsilver and marble. It is made blue by the strange light from inside the foot of the building. Higher up, the pillar is decorated with stone heads resembling agurians.

You follow a mysterious, low, unbroken hum, and see ominous illumination glowing from between the bushes. A red pulsating light from one direction and a crimson glow from the foot of the pillar.

As you approach, the ruby light flashes and you feel a strangling pain that forces you onto your knees.

Then you hear a voice like grinding metal.

"Again, Graznak sees a mortal.
The first ones here opened the portal,
the secret key sealed in yonder crystal.

The second ones failed me, and died.
With me you must become allied.
Help me, over Agemonia, preside.

Additional Setup

Place the Pillar of Blade Thicket map in the middle of the table.

Reveal cards 1 2

Spawn a Lugat Demon on ○ on the map.

Spawn 1 Lumin Demon for each □ on the map.

Place the 'Bloodrock' standee on ▽ on the map.

Reveal Story card ♦ and place it next to the map, close to the Bloodrock standee.

THE MAGIC CIRCLES AND RUNIC PLATES

Place the Magic Circle token in the topmost Magic Circle area.

Shuffle the Butterfly, Leaf, Mushroom, Snake, Star, and Sun Runic Plates together face down and place them face down on the portal grid in the positions shown.

Bloodrock

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When it reaches 15 (for 2 Heroes), 12 (for 3 Heroes), or 10 (for 4 Heroes), read the corresponding Story Book entry and reset the timer.

The first time the timer reaches its target number » 760

The second time the timer reaches its target number » 841

The third time the timer reaches its target number » 062

MAGIC CIRCLE

The Magic Circle token indicates the active Magic Circle. Each time a Fate card is revealed, place the Magic Circle token in the area corresponding to the direction on the Fate card.

BLOODROCK

Treat the Bloodrock as a Large Elite Enemy, except it does not take a turn. The Bloodrock starts the scenario with 10 +10 ♥ and has 1 . Track the health of the Bloodrock using 2 Counter dice placed on Story card ♦. The Bloodrock is immune to all conditions.

When the Bloodrock is defeated » 062

BLADETHORNS

Whenever an Ally enters an area containing ♦: ♥ 3

SAPFIR TREES

An area containing ⊜ contains a sapfir tree. An Ally or Enemy in an area containing a sapfir tree may not be attacked by a ranged or magic attack from another area.

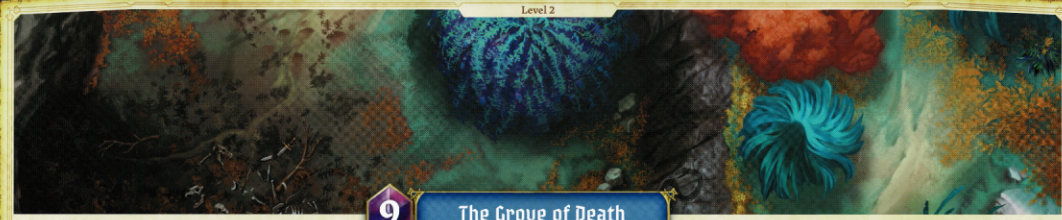
Scenario End Conditions

You successfully complete the scenario when told to read a Scenario Success Outcome.

You fail the scenario when told to read a Fail Forward Outcome.

You also fail the scenario if all Heroes are exhausted. In this case, read Outcome 6: Fail Forward, unless you have been told to read a different outcome.

In all cases, read the relevant outcome and the conclusion on page 76 of this book.



9 The Grove of Death

A somber pattangan meets you at the Round Market on the agreed morning.

"Bright day to you and your spirits," he says, and makes a gesture of greeting where all four of his hands touch each other. "I am Jejak. Lord Wollyon asked me to show you the way to the benaethid."

You introduce yourselves, and follow Jejak into the forests west of the city. The scent of blooming trees and the sounds of birds fill your senses as you make your way through the beautiful woods. After a few hours, you approach the grove. You can see vespir lizards circling above the trees.

"They are hungry," Jejak explains, "but they know to expect a feast whenever anyone tangles with the benaethid."

He takes you to a cliff which slopes gently down to the grove.

"Wait here," he tells you as he starts to sneak down towards the grove, "the monster has made its nest in that cave."

The colorful trees make the grove a very pleasant sight, but you have little time to admire it as you focus your attention on the cave underneath the cliff.

To your surprise, the benaethid, with its many long writhing necks and heads, comes running out from the forest, appearing between you and your scout. The beast has noticed Jejak, and is about to lunge its hulking torso towards him.

Jejak tries to run away, but his bare foot is stuck in a hole, and he kneels down, trying to pull it out.

You must be quick if you intend to save your scout!

Additional Setup

Reveal Story card B

Reveal card 1

Spawn the Benaethid in the area shown ○.

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When the timer reaches 18 (for 2 Heroes), 15 (for 3 Heroes) or 12 (for 4 Heroes), read the corresponding Story Book entry and reset the timer.

The first time the timer reaches its target number » 355

The second time the timer reaches its target number » 161

BENAETHID

The benaethid may not move or attack on its turn in the first Round, although it may still heal (see below) and use its Provoke ability.

The benaethid may not enter an area containing an uncovered .

Regenerate

The Benaethid has 1 head for every 10 (or part thereof) it has.

At the start of each of the Benaethid's turns, it heals 2 for each head it has lost.

Example: In a game with 3 Heroes the benaethid starts the scenario with 50 health, meaning it has 5 heads. During the scenario it takes 11 damage, reducing its health to 39. It now has 4 heads. At the start of its turn, it heals 2 damage as it has lost 1 head. It is now on 41 health, meaning it has 5 heads again.

When the benaethid is defeated » 602

SACRED WISPTREES

An area containing an uncovered contains sacred wisptrees.

If the benaethid attacks an Ally in an area containing an uncovered with either its or attack, ignore that attack and place a token over the ; the sacred wisptrees in that area have been destroyed.

An Ally in an area containing an uncovered may:

2+4 (axe +2)

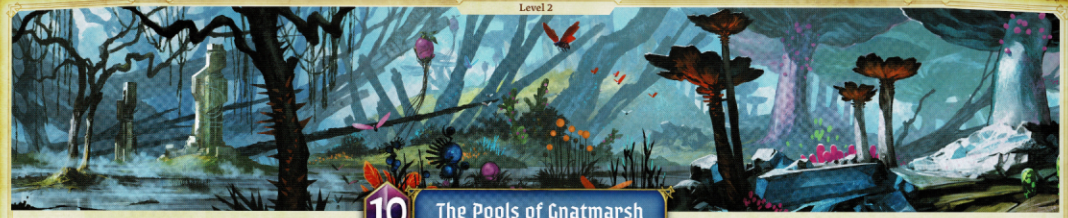
Success: Place a token over the ; the sacred wisptrees in that area have been destroyed.

Scenario End Conditions

You successfully complete the scenario if, at the end of any Round, the benaethid has been defeated and at least 1 Hero is in the Start area carrying a Bile token.

You fail the scenario if all Heroes are exhausted.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 78 of this book.



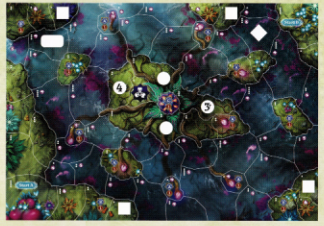
10 The Pools of Gnatmarsh

The bugs are back, with their annoying buzz and their painful sting. With each step you take, your feet push through the damp ground, creating small puddles.

Finding a particular flower in a place like this is not going to be easy, and you are growing weary of the insects, the moisture, and the powerful scents from strange plants. Then you finally see a pool with one enormous plant growing in it; the flower you seek grows inside its closed bloom.

Additional Setup

Place the Pools of Gnatmarsh map in the middle of the table.



Reveal cards A1 A2

Spawn an Asputil in the areas shown, one per □ area.

Spawn a Sporal Podling in the areas shown, one per ○ area.

Place a Spawn Point token in the area shown ✪.

Place a large Tussock token on ▭ on the map.

Place a small Tussock token on ◇ on the map.

If you chose option 1B on the Scenario card (Hire a riverboat):
Each Ally may start in either the area containing "Start 1" or the area containing "Start 2" on the Scenario map, and may be divided between them as you choose.

Otherwise:
Each Ally starts in the area containing "Start 1" on the Scenario map.

Tussocks

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. If either the timer reaches 25, or you manage to tame 4 monstrous vines (2 Heroes), 5 monstrous vines (3 Heroes), or 6 monstrous vines (4 Heroes) » 791

Note: Place any Monstrous Vine Story cards you tame into a Tamed Vines pile so you can count them more easily.

✪ SPAWN POINT TOKEN

At the end of each round, spawn a Sporal Podling in the area containing the Spawn Point token.

STORY CARDS FOR A

There are 8 areas of the scenario map containing A. When each of these Story Points is triggered for the first time, reveal 1 of the 10 A Story cards at random. Place the Story card next to the scenario map, as close as possible to the area containing the triggered Story Point, to remind you which Story Point this Story card corresponds to.

STORY CARDS FOR B

There are 4 areas of the scenario map containing B. When each of these Story Points is triggered for the first time, reveal 1 of the 4 B Story cards at random. Place the Story card next to the scenario map, as close as possible to the area containing the triggered Story Point, to remind you which Story Point this Story card corresponds to.

FLOATING TUSSOCK

An Ally may move from a non water area to a floating tussock within range 1 by spending 1 movement point. An Ally may move from a floating tussock to another area within range 1 by spending 1 movement point. An Ally may get off a floating tussock at any time during their turn. An Ally in the same area as a floating tussock may spend 1 movement point to:

2 **Success:** Move onto the floating tussock.
Failure » Do not move onto the floating tussock. You may spend another movement point to try again this turn.

An Ally on a floating tussock is considered to be in the same area as the floating tussock, but is not considered to be in a water area. Additionally, they may:

» Gain 2 movement points. These movement points may only be spent to move the floating tussock and all Allies on it. Floating tussocks may only move into water areas. If a Hero with an active shield or shovel spends this maneuver, they gain 3 movement points instead.

The small floating tussock has a maximum capacity of 1. The large floating tussock has a maximum capacity of 2 and may not be moved into an area with a maximum capacity of 1.

WORMWEED

You recognize this tenacious plant as a wormweed, a herb sometimes sold in markets. When chewed, the bitter roots are said to give one the speed of a flying vespir. The huge vines in the swamp seem to be drawn to it.

An Ally in the same area as a Wormweed may try to pick it:

4 (herbalism, shovel: +1 ◇) **Success:** Gain a Wormweed token. Place a ○ token over the . This wormweed may not be picked again.

WATER AREAS

An area containing a is a water area.

When an Ally other than Zuva'Sai enters a water area from a non-water area, their movement ends and any remaining movement points are lost.

An Ally, other than Zuva'Sai, who attempts to move from a water area to a non water area must spend 1 movement point to:

2 **Success:** Move to the non water area.
Failure » Do not move to the non water area. You may spend another movement point to try again this turn.

An Ally who starts their turn in a water area must roll a Counter die and consult the water encounter table.

*** Special Enemy Movement Rules**
Asputils may not move into water areas.
Sporal Podlings may move into and out of water areas normally.

WATER ENCOUNTER TABLE

0 » Damned Gnats
Nasty looking insects buzz around you and sting you painfully.

3

1 » Magical Current
There is a warm, magical current in the pool which seems to follow you, helping you to swim faster.

Whenever you perform a Move maneuver in a water area this turn, gain 1 more movement point.

2 » Huge Insect
Torrax ignores this effect.

A vespir fly, as big as your hand, flies toward your neck. No amount of swatting seems to discourage it. You must dive into the water to avoid its venomous sting.

4 Fail: Gain

3 » Strong Current
Zuva'Sai ignores this effect.

The pull of the current is so strong that it is making it very difficult to swim.

4 Fail: Gain

4 » A Mysterious Friend
You feel something bite your leg. You put your hand down and touch something large and scaly brushing against you. You do not want to know what it is.

3

5 » Tentacle From the Deep
You feel a tentacle suddenly coil itself around your leg. It grabs a good hold and drags you under.

4 Fail: Gain

6 » Hypnotic Lights
There are strange foggy lights moving under the water. If they would just stop moving for a moment you could figure out what they are saying. They are so wise, and you wish you were more like them.

4 Fail: Gain

7 » Arcane Pocket
The water feels warm and relaxing, and it restores your magical energies.

3

8 » Giant Leech
Torrax ignores this effect.

You feel your foot go numb for some reason. You lift it up to feel it with your fingers, and find a giant leech attached to it, sucking your blood. You try to fight off panic as you cut it off with your weapon.

3

9 » Sporal podling
You see the purple fruit of a sporal podling bobbing in the water. You try to carefully swim past it so as not to awaken it.

4 Fail: Spawn a Sporal Podling in the same area as your Ally.

10 » Floating flower
An intact wormweed is floating on the water, having somehow escaped the hungry vines in the pool.

4 **Success:** Gain a Wormweed token.

⊘ » 412

Scenario End Conditions

You successfully complete the scenario if, at the end of any Round, a Hero is in one of the Start areas with the Moonlily Story card below their Hero board.

You fail the scenario if all Heroes are exhausted.

In either case, read the relevant outcome (Scenario Success or Fail) on page 78 of this book.

Level 2

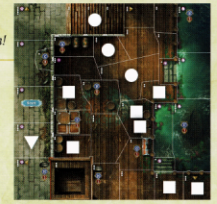
11 Sign of the Squid

The harbor is lit only by the two moons. There are stairs on one end of the dock and a lift on the other, the smuggled goods ready for the taking. Your empty wagon awaits between them.

Caillon and the Sable Crown brigands are in hiding with you. Their task is to divert the attention of the Shroud gangsters, so you can load as many of the smuggled squid crates on the wagon as possible.

"Remember," Caillon says, "we are interested only in the leechwood crates of squid. We'll pay you 5 Stars for each one you steal. The rest are worthless, do with them what you will. May the stars shine upon us all."

As the ship leaves, Caillon gives a hand signal, and the brigands run to draw attention to themselves. Meanwhile, you must now steal as many of the crates of squid as you can!



Additional Setup

Special tokens

Place a Trap token for each ○ on the map.

Place 1 Square token for each □ on the map.

Place the Boat token next to the Scenario map.

Place the Wagon token in the area containing ▽.

Boat

Wagon

Additional Scenario Rules

SCENARIO TIMER

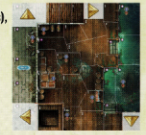
Start a timer at the start of this scenario. When the timer reaches 40 (2 players), 30 (3 players) or 25 (4 players), read » 991

SPAWNING ENEMIES

At the end of the *third* Round (2 players), *second* Round (3 players), or *first* Round (4 players):

Reveal cards 1 2

Spawn a Razor Thug in the area corresponding to the direction on that Round's Fate card.



At the end of each subsequent Round:

Spawn an Enemy in the area corresponding to the direction on that Round's Fate card; if there are fewer Razor Arrows than Razor Thugs on the map, the spawned Enemy is a Razor Arrows, otherwise it is a Razor Thug.

THE WAGON

The wagon takes up 1 capacity in an area.

An Ally in the same area as the Wagon token may:

4 **Success:** Each time the Ally moves into a street area this turn, if the Wagon token is in the same area as that Ally, they may move the Wagon token and all □ tokens in the wagon with them.

If there are 1 or more □ tokens in the same area as the Wagon token, treat the Wagon token as if it has a **Taunt 0** for attracting Enemies (an Enemy closer to the Wagon token than to an Ally will move towards it).

□ CRATES OF SQUID

Each □ token represents a crate of squid. Each □ token is considered to be an item with 2.

A □ token that is dropped in the same area as the wagon may be placed in the wagon. Any □ tokens in the wagon at the end of the scenario are counted as being successfully stolen.

ENEMIES AND THE WAGON

At the end of the round, if there are no Allies in the same area as the wagon:

For each Enemy in the same area as the wagon, if there is a □ token in that area, remove that Enemy and the □ token from play.

STREET AREAS

An area containing a is a street area. The wagon may only enter areas.

WATER AREAS

An area containing a is a water area.

When an Ally other than Zuva'Sai enters a water area from a non-water area, their movement ends and any remaining movement points are lost.

Allies may not use a movement point from a move maneuver to move from a water area into a non-water area unless **that area contains stone steps**.

Enemies may not move into water areas.

THE BOAT

A Story card may cause the Boat token to be placed on the Scenario map. An Ally may move from a non water area to the boat if it is within range 1 by spending 1 movement point. An Ally may move from the boat to another area within range 1 by spending 1 movement point. An Ally may get off the boat at any time during their turn.

An Ally in the same area as the boat may spend 1 movement point to:

3 **Success:** Move onto the boat.
Failure » Do not move onto the boat. You may spend another movement point to try again this turn.

An Ally on the boat is considered to be in the same area as the boat, but is not considered to be in a water area. Additionally, they may:

» 3 **Automatic success with** shovel or shield
Success: Gain 2 movement points.
Fail: Gain 1 movement point.

These movement points may only be spent to move the boat and all Allies and crates on it. The boat may only move into water areas.

The boat has a maximum capacity of 2.

Enemies may not move onto the boat.

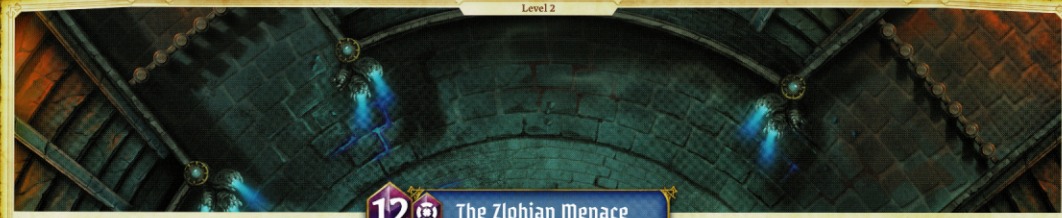
Scenario End Conditions

At some point during the scenario you will be told when the scenario will end.

You successfully complete the scenario if, at the end of the scenario, you have successfully stolen 1 or more crates of squid (1 or more Square markers in the wagon).

You fail the scenario if, at the end of the scenario, you have not stolen any crates of squid, or if all Heroes are exhausted.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 79 of this book.



12 The Zlohian Menace

You enter the circular arena to the roar of the crowd. In the center is a huge green glob of slime, gently oscillating, but otherwise dormant.

As well as the lights pointing at you and the huge slime, there is also a bright light aimed at a balcony high above the arena. A nihteegri and a pattangan sit on the balcony, and they both press strange looking devices to their mouths as they begin to speak.

Nebulon: "Hi, I'm Nebulon, and with me as ever, my partner in crime, Jangam."

Jangam: "Alleged crime, Nebulon."

Nebulon: "Right. Sure. Well, Jangam, what a night we have tonight. More brave souls prepared to face the zlohian menace. More courageous individuals ready to tackle the giant slime. Another adventurous team determined to show us their mettle by challenging this terrifying monster."

Jangam: "More crazy people about to be digested!"

Nebulon: "Well... we don't know that for sure, Jangam. Let's see how it goes. 3... 2... 1... Collect that slime!"

Additional Setup

Reveal Arena cards 1 2

Spawn the Giant Slime on ◯ on the map. Use Zlohian standee #8.

Each player places their Hero miniature in a different area containing a .

Additional Scenario Rules

GIANT SLIME

Use 1 or more Counter dice to count the damage taken by the Giant Slime.

Note: This is the opposite way that Counter dice are normally used with Enemies. Other Enemies in this scenario use Counter dice to count their remaining health, as normal.

When the Giant Slime takes 8 or more damage (for 2 Heroes), 12 or more damage (for 3 Heroes), or 16 or more damage (for 4 Heroes):

- Spawn a Zlohian Slime in the area adjacent to the area containing the Giant Slime that is closest to a Hero, using highest Taunt value to break ties. If there are multiple areas that are still closest, you may choose one of those areas.
- Set the Counter dice being used to count the damage taken by the Giant Slime back to 0.

◯ SMALL SLIMES

Small Slimes are represented by ◯ tokens. They do not take up any capacity in an area. Small Slimes do not count as Enemies or items, but may be picked up and dropped (see below).. If a Small Slime is in the same area as the Giant Slime, remove the Small Slime from play and reduce the Giant Slime's damage Counter dice by 1.

Spitting Small Slimes
After discarding a Fate card at the end of the Round, place a Small Slime in the area containing an arrow matching that Fate card's direction symbol.

Picking Up Small Slimes
A Hero in the same area as a Small Slime may try to pick it up:

2 (for each Small Slime you are already carrying: -1)

Success: Place the ◯ token below your Hero board. You may try to pick up another Small Slime this turn.

Fail: You may not try to pick up another Small Slime this turn.

Carrying Small Slimes
A Hero carrying a small slime suffers 1 damage the first time they move or jump with it during their turn. A Hero may suffer this damage multiple times if they carry multiple small slimes during their turn.

Dropping Small Slimes
At any time on their turn, a Hero carrying 1 or more Small Slimes may drop any number of them:

- Place 1 or more ◯ tokens below your Hero board into an area within range 1 of your Hero.

Throwing Small Slimes
A Hero carrying 1 or more Small Slimes may throw one:

» Place 1 ◯ token below your Hero board into an area in line of sight within range 2 of your Hero.

Collecting Small Slimes
A Small Slime dropped or thrown into an area containing a has been successfully collected; leave it in that area, it will count towards your score at the end of the scenario.

STORY BOOK ENTRIES

If the condition is met, read the corresponding Story Book entry.

The first time a Hero takes damage » 896

The first time a Hero becomes wounded » 589

Once 4 Fate cards have been discarded » 235

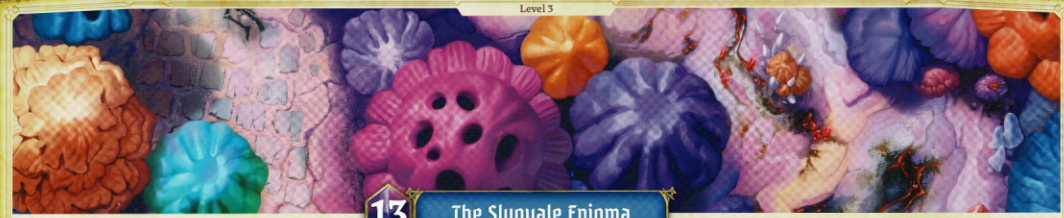
Once 10 or more Small Slimes have been collected » 141

Scenario End Conditions

The scenario ends when the 8th Fate card is discarded.

The scenario also ends if all Heroes are exhausted.

In either case, read the conclusion on page 80.



13 The Slugvale Enigma

"That is the Chest of the Gods," says Ssulen'n. "None have entered it."

You disembark near the Chest, and continue on foot, the giant mushrooms completely blocking sunlight. There are tiles on the ground, suggesting an abandoned road, and here and there, the fungal growth which you have seen elsewhere too. Water or milk drips from the giant mushrooms onto your heads.

Something seems to be moving underneath the fungus on the ground.

"They are called cestrigs," says Ssulen'n, quickly hopping back into the river. "I think I would rather wait here and examine the Chest of the Gods. But I will be watching you."

He conjures a floating eye, the size of his hand. It flies around you, annoyingly.

"Remember, every day is another test," he says in a tone which might be meant to be soothing.

You realize that walking on the ground may be slow because you have to avoid the cestrigs, but you could perhaps move by jumping from one mushroom to another. You climb onto one of the smaller mushrooms and then up onto a taller one. Ssulen'n's eye flies around you like an annoying pet.

You travel on top of the mushroom forest for a while. You can sense a distant echo of Aiun, indicating the stone head must be near. It is not as strong as your previous experiences with them, so perhaps there is something amiss here.

You follow the feeling to a valley which you presume must be Slugvale.

Additional Setup

Reveal cards 1 2

Reveal and flip Story card ◆.

Place a Teleporter token next to the map.

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When it reaches 12 (for 2 Heroes), 10 (for 3 Heroes), or 9 (for 4 Heroes), spawn an Enemy into the area containing an arrow matching the direction on that Round's Fate card, and reset the timer. If there is at least 1 Slugvale Ustrig in play, the Enemy spawned is a Phrenipede. Otherwise, the Enemy spawned is a Slugvale Ustrig.

The third time the timer reaches its target number, stop the timer. From the following round onwards, at the end of each round, spawn an Enemy as above.

END OF THE FIRST ROUND

Spawn a Slugvale Ustrig into the area containing an arrow matching the direction on the first round's Fate card.

PHRENIPEDE REBIRTH

If a Phrenipede is defeated, do not remove its figure from the map. Instead, it gains . When this condition is resolved, set the Phrenipede's health to 5 . That Phrenipede is no longer defeated.

/ GROUND AREAS (Walking on Cestrigs)

An area containing a or a token is a ground area.

Each time a Hero performs a move maneuver that costs stamina, if they move into 1 or more ground areas during that maneuver, they suffer 1 damage.

MUSHROOM AREAS

An area not containing a or a token is a mushroom area. Mushroom areas are also divided from ground areas with a dashed line.

Allies may not use a movement point from a move maneuver to move from a ground area into a mushroom area. Instead, an Ally in a ground area that is adjacent to a mushroom area may spend 1 movement point to:

4 (Hook & Rope +2) **Success:** Move into an adjacent mushroom area.

You may attempt this check as many times as you wish on your turn, but must spend 1 movement point each time.

Enemies may not move into a mushroom area.

SOFT MUSHROOMS

An area containing a contains a soft mushroom.

A Hero in an area with a soft mushroom may try to destroy the mushroom in order to search it:

10 (Axe +2 , Shovel +1)

Place the Counter die for this check in the area containing the soft mushrooms.

Success: Remove the Counter die for this check from the Scenario map. Place a token over the . This area is now a ground area instead of a mushroom area. Choose an uncovered slot on the Mushroom card ◆, read the entry next to that slot from the story book, and cover that slot with a token.

WISP WASP AREAS

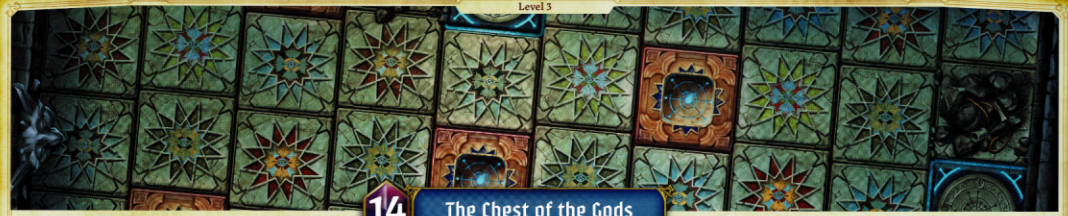
Whenever an Ally starts their turn in an area containing , they suffer 2 damage.

Scenario End Conditions

You successfully complete the scenario when a Story card tells you to read Outcome 1: Scenario Success. The scenario ends immediately.

You fail the scenario if all Heroes are exhausted.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 80 of this book.



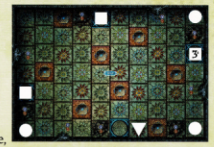
14 The Chest of the Gods

As the azure lamps of the Chest of the Gods light by themselves, you see a huge decorated hall full of strange symbols and dream-like objects. Three of the corners are occupied by mirrored globes, bigger than a quothian. Their surfaces reflect distorted images of the tiled floor and the mosaic walls.

Strange statues stand against the back wall, bigger than an agurian and with bulging metal arms and legs. Such golems are a rare sight in Agemonia, but here there are several. Dust falls to the ground as their heads rotate slightly, and the huge magicanisms jerk into motion. Only one round golem stays lifeless.

By now you understand the way the Ancients thought well enough to surmise that you should move the mirrored globes onto the plates with the matching runes. But what this will trigger, you do not know.

Additional Setup



Place the Chest of the Gods map in the middle of the table.

Reveal card 1

Spawn an Arcane Golem for each □ on the map.

Place a Roglu figure on ▽ on the map.

Shuffle the 8 Runic Plate tokens and place one, face down, on each on the map.

Place a Mirror Globe standee for each ○ on the map.

Place 1 Mirror Globe standee next to the map.

Place 4 blue Teleporter tokens next to the map.

Test of the Gods Deck

Shuffle the 6 Test of the Gods cards and place them face down to form the Test of the Gods deck.

Roglu

Additional Scenario Rules

MAXIMUM CAPACITY

The maximum capacity of each area on the scenario map is 2 unless the area shows otherwise.

SCENARIO TIMER

Start a timer at the start of this scenario. When it reaches 10 (for 2 Heroes), 9 (for 3 Heroes), or 8 (for 4 Heroes):

- Reveal and resolve the top Test of the Gods card from the Test of the Gods deck.
- Remove two top cards of the Fate deck from play without looking at them.
- Reset the timer.

MIRROR GLOBES

A mirror globe takes up 1 capacity in an area.

A Hero in the same area as a mirror globe may try to move it:

3 ("Mirror Globe" in your Party Journal+1)

Success: The Hero may move the mirror globe with them during 1 move maneuver this turn. A Hero may only move 1 mirror globe at a time. A mirror globe may not be moved through a teleporter. You may attempt this check again this turn.

If there is an Arcane Golem without the Held condition in the same area as a mirror globe, Heroes may not move that mirror globe.

RUNIC PLATES

A Hero in the same area as a Runic Plate token may try to reveal it:

4 **Success:** Flip the Runic Plate token face up.

If the Runic Plate token is the butterfly, mushroom, snake, or spider:
The runic plate communicates with you and tells you it is one of the 4 you are looking for and that you should move a mirror globe to it to activate it.

If the Runic Plate token is the leaf, moon, star, or sun:
The runic plate repels you, blurring your vision and making you stumble for a moment.

- Reveal and resolve a Trap card in that area.
- Remove the top card of the Fate deck from play without looking at it.

If a mirror globe is moved into the same area as a face-up butterfly, mushroom, snake, or spider Runic Plate token, and there is not a mirror globe already in that area:
The mirror globe fuses itself to the runic plate and resists all attempts at further movement.

- That mirror globe may no longer be moved by Heroes or Arcane Golems.

STORY CARDS FOR Ⓐ (DEBRIS OF THE GODS)

There are 5 areas of the scenario map containing Ⓐ. When each of these Story Points is triggered for the first time, reveal 1 of the 5 A Story cards at random. Place the Story card next to the scenario map, as close as possible to the area containing the triggered Story Point, to remind you which Story Point this Story card corresponds to.

STORY CARDS FOR Ⓑ (ANCIENT STONE HEADS)

There are 4 areas of the scenario map containing Ⓑ. When each of these Story Points is triggered for the first time, reveal 1 of the 4 B Story cards at random. Place the Story card next to the scenario map, as close as possible to the area containing the triggered Story Point, to remind you which Story Point this Story card corresponds to.

SPARK

A Spark is represented by a token. Treat each token as an item with 0.

ARCANE GOLEMS

Use a Counter die to count the damage taken by each Arcane Golem.

Note: This is the opposite way that Counter dice are normally used with Enemies.

If an Arcane Golem suffers 6 or more damage during a round, it gains

Reset each Arcane Golem's damage Counter die to 0 at the end of each round.

*** Special Arcane Golem Movement**

When an Arcane Golem performs their movement, follow the 3 steps below, in order, instead of the normal Enemy movement rules, as long as the Arcane Golem has movement remaining. It will ignore any mirror globes that are in corner areas or that may no longer be moved (because they have been fused to a runic plate).

STEP 1

If there is a moveable mirror globe in the same area as the Arcane Golem, and that area is not a corner area:
The Arcane Golem moves towards the corner area not containing a mirror globe that requires the least amount of movement to reach (you may choose if tied), moving the mirror globe with it. If the Arcane Golem is prevented from reaching that area this turn, skip any remaining movement.

Note: The Arcane Golem may only move one mirror globe at a time.

STEP 2

If there are any areas containing more moveable mirror globes than Arcane Golems, other than the corner areas:
The Arcane Golem moves towards the one that requires the least amount of movement to reach (you may choose if tied). If the Arcane Golem is prevented from reaching that area this turn, skip any remaining movement. If it reaches that area this turn and has movement remaining, go to step 1.

STEP 3

Use the normal Enemy movement rules.

An Arcane Golem will attack, using the normal rules, if it is possible for it to do so.

ROGLU

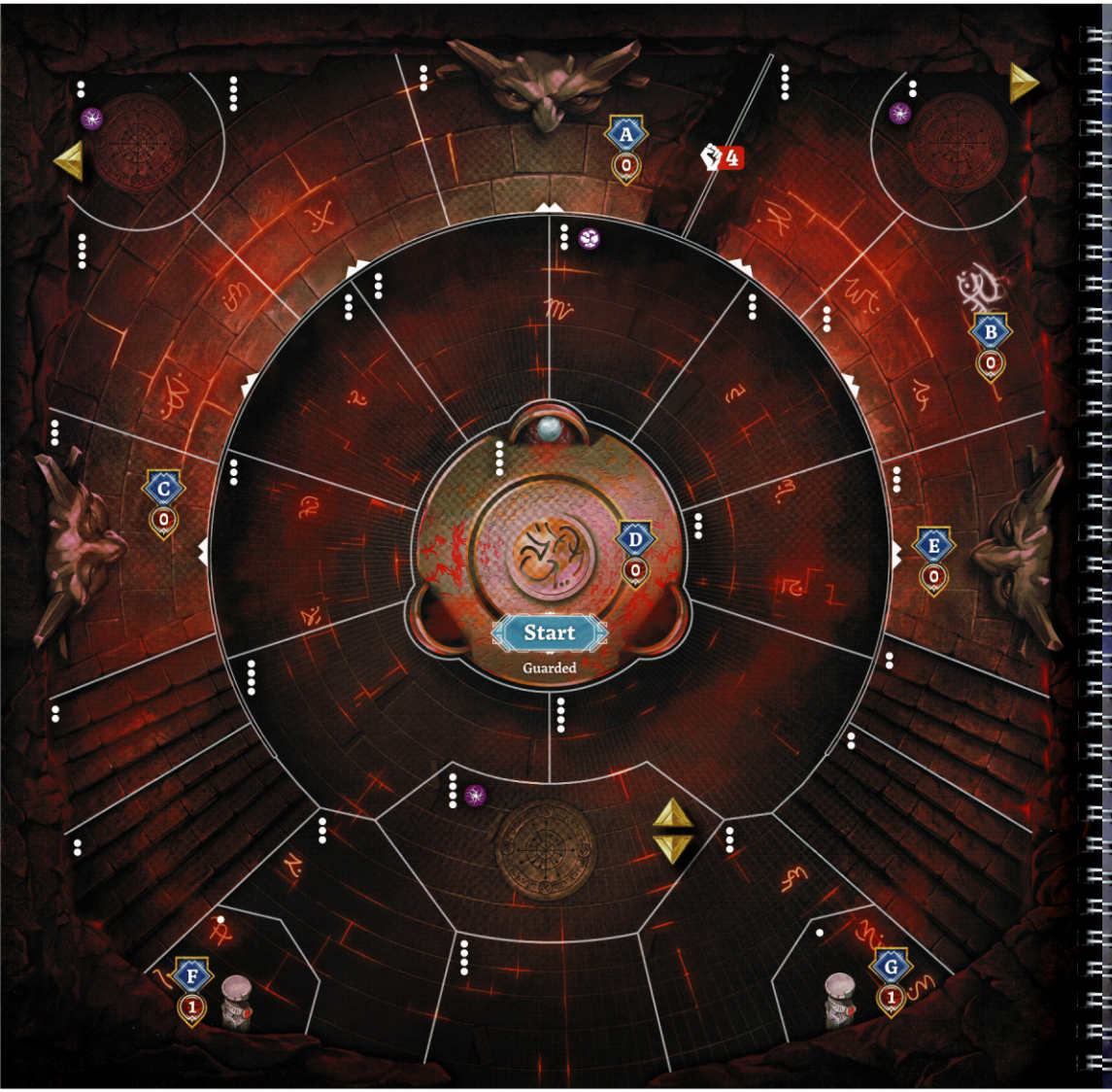
The Roglu is not an Ally or an Enemy and does not take a turn unless a Story card tells you otherwise.

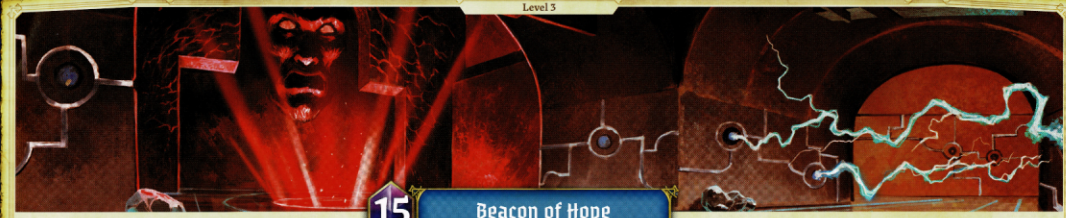
Scenario End Conditions

You successfully complete the scenario if each of the 4 areas containing a face-up butterfly, spider, snake, or mushroom Runic Plate token also have a Mirror Globe standee in them.

You fail the scenario if all Heroes are exhausted or the Fate deck is empty.

In either case, read the relevant outcome (Scenario Success or Fail) on page 80 of this book.





15 Beacon of Hope

Carrying the Orbs of Power, you walk across the bridge to Skyrender Tower. Its teeth-shattering shrieks get louder and louder as you approach the strange building.

The closer you get, the more the orbs vibrate and emanate warmth. The smooth wall of the tower reacts to them, and a door and a lock appear. You enter with the ages-old key Shantor bestowed upon you.

Last time, entering the tower made the shrieks easier to bear, but that is not the case this time. If anything, they sound worse the closer you get to the vault.

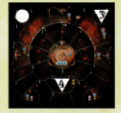
When last you left, the circular vault was full of light. It is dark now, and you can sense the power of Aox waxing. The portal in the center now glows bright red and tries to give form to something. From the other side you occasionally hear demonic noises.

The three stone heads are mute and blind, and do not react to your presence.

Only the orb you left here last time is fighting the black of night. The orbs in your bags are getting worryingly hot. You realize you must place them into their receptacles as quickly as you can, but the receptacles are closed!

You approach the center of the vault. The metallic disc which hovers there seems to have gained in Aox power. A portal on top of it grows and collapses chaotically. Whenever it opens, Skyrender shrieks, horribly.

Additional Setup



If you failed the Vault of the Ancients scenario » 493

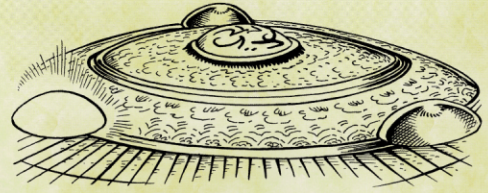
Reveal cards 2 3

Spawn a Lumin Demon for each ▽ on the map.

Spawn a Lugat Demon on ◯ on the map.

Place a blue Teleporter token inactive side up in each area containing a .

Reveal Story card D.



Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When it reaches 14 (for 2 Heroes), 12 (for 3 Heroes), or 10 (for 4 Heroes), spawn an Enemy into an area with the corresponding arrow from latest fate card and reset the timer. If there is at least 1 Lugat Demon on the Scenario map, the Enemy spawned is a Lumin Demon. Otherwise, the Enemy spawned is a Lugat Demon.

If the timer reaches its target number for the fourth time, you fail the scenario.

TELEPORTERS

A Hero in an area with an inactive Teleporter may activate all blue Teleporters by spending 5 stamina ; flip all three blue Teleporter tokens to their active side.

At the end of each round, flip all blue Teleporter tokens on their active side to their inactive side.

GUARDED

An Elite Enemy in Ⓓ may not be attacked by a ranged or magic attack from another area if there is another Enemy in Ⓓ

LEAP AREAS ON MAP

When you move between two areas separated by a leap:

4 **Success:** Move into the area.

Fail: Suffer 3 damage and gain and move to .

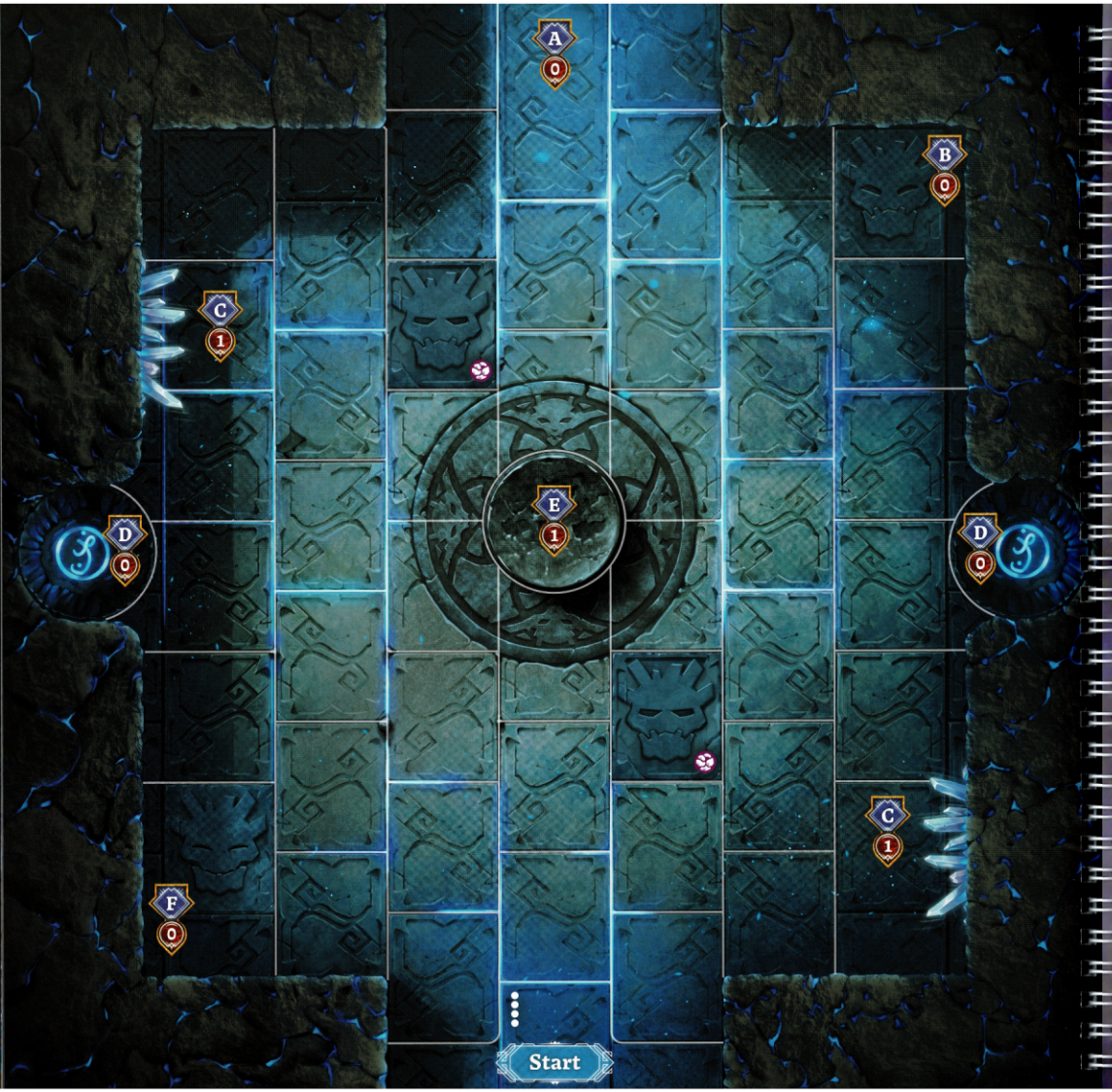
Enemies may spend 2 movement points to move between two areas separated by a leap. Count the 2 movement points spent to do this when determining the closest area an Enemy may attack from.

Scenario End Conditions

You successfully complete the scenario when you are told to read a successful outcome. The scenario ends immediately.

You fail the scenario if the timer reaches its target number for the fourth time or all Heroes are exhausted.

In either case, read the relevant outcome and the Conclusion on page 81 of this book.



16 A Xotho's Plaza

Key to the Past · Hall 1

On the side of one of the mountains of Reflection Range is an enormous stone head, but it is not like the heads you have seen, which were shaped by the ancients, and it bears no resemblance to any living thing.

This is an exquisite agurian head, carved with hammer and chisel and perfected with powerful geomancy.

"Behold the gate to Lok Torr," Torrax says, his voice breaking. "Behold and remember."

He looks at the stone head, and then falls to his knees, crying. Who knew agurians could cry? He stays still for a long time, remembering something he does not share with you, the tears leaving clear lines on his dusty stone cheeks.

Then Torrax gets up and places his hand on the stone head. Its agura eyes glow with azure light, and its mouth opens into a doorway, large enough for the biggest agurian.

Moldy air blows from the hall behind it, as if the stone head were breathing out. The dark hall seems big, but you have no way to know how big.

"This is the entrance," Torrax says. "We must pass through the city to find the Heart of Lok Torr."

If Torrax is not in your party » 880

You walk through the gates of Lok Torr and reach some kind of main street. It is monumental in size, as if it were meant for giants. Even agurians would look tiny here.

There are corridors on both sides, leading to what appears to be foreigners' quarters and housing for the poor. They are derelict and desolate, full of ruin and rubble and signs of forgotten battles.

Here and there, some of the stone tiles on the pavement have what at first appears to be a carving of an agurian face. Upon closer inspection you realize the faces are moving slightly. They must have been created with geomancy!

Such tiles are used in agurian cities all across Agemonia, and they are supposed to convey information. But these tiles simply observe, mutely. Whatever magicanism they once had is now dead.

On the walls, you occasionally see carvings of Xotho or his sigil, the Sign of the Anvil. They say things like "Our Leader", "Agurians Above All", or "Stone Beats Flesh". Some of them have been crudely carved over with statements like "Xotho Is A Fraud", "Remember", or "Forget Xotho".

You continue forward on the main street, reaching an echoing hall with a large mirror globe in the center, miraculously intact. At the back of the room you can just make out what looks like a golem, or maybe two, standing immobile like metal statues. Beyond are a pair of imposing stone doors which you will somehow need to open.

As you approach the globe, a light flickers in an eye at the back of the room and you see a golem's head slowly turn towards you.

Additional Setup

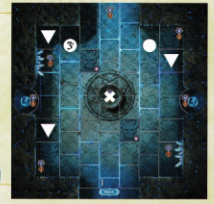
Reveal card 1

Spawn an Arcane Golem for each ○ on the map.

Place a △ token for each ▽ on the map.

Place the Mirror Globe standee on ✕ on the map.

Reveal and flip Story cards E and ●.



Additional Scenario Rules

MAXIMUM CAPACITY

The maximum capacity of each area on the scenario map is 2 unless the area shows otherwise.

SCENARIO TIMER

Start a timer at the start of this scenario. The first time it reaches 20, the key overheats:

- The key loses 1 shield and 1 energy.
- Each time the key is moved into an area, the Hero moving it suffers 1 ♥ damage.
- Reset the timer.
- The second time the timer reaches 20, you fail the scenario.

THE KEY

The Key is represented by the Mirror Globe standee.
Various Story cards in this scenario will tell you the rules for the key.

△ SPARKS OF THE AGURIANS

Sparks of the Agurians are represented by △ tokens. A spark of the agurians takes up no capacity in an area.

Each round, on the red Enemy initiative, each spark of the agurians will spend up to 4 movement points to move as far away from the key as it can. Move the sparks in order from top to bottom on the map, and from left to right. A spark may not move into the same area as another spark.

ARCANE GOLEMS

Use a Counter die to count the damage taken by each Arcane Golem. Note: This is the opposite way that Counter dice are normally used with Enemies.

If an Arcane Golem suffers 6 or more damage during a round, it gains

Reset each Arcane Golem's damage Counter die to 0 at the end of each round.

* ARCANE GOLEM SPECIAL MOVEMENT

If the Key has 1 or more shields, each Arcane Golem will move as far as they can towards it. Otherwise, each Arcane Golem will move normally.
Arcane Golem Enemies will attack normally.

FACE TILE

This tile has a geomantic agurian face carved into it which looks at you keenly.

A Hero in an area containing may try to open a face tile:

5 (Crowbar: +2◆, Shovel: +1◆)

Success: Place a ✕ token on the ; this face tile may not be opened again. Roll a Counter die for loot:

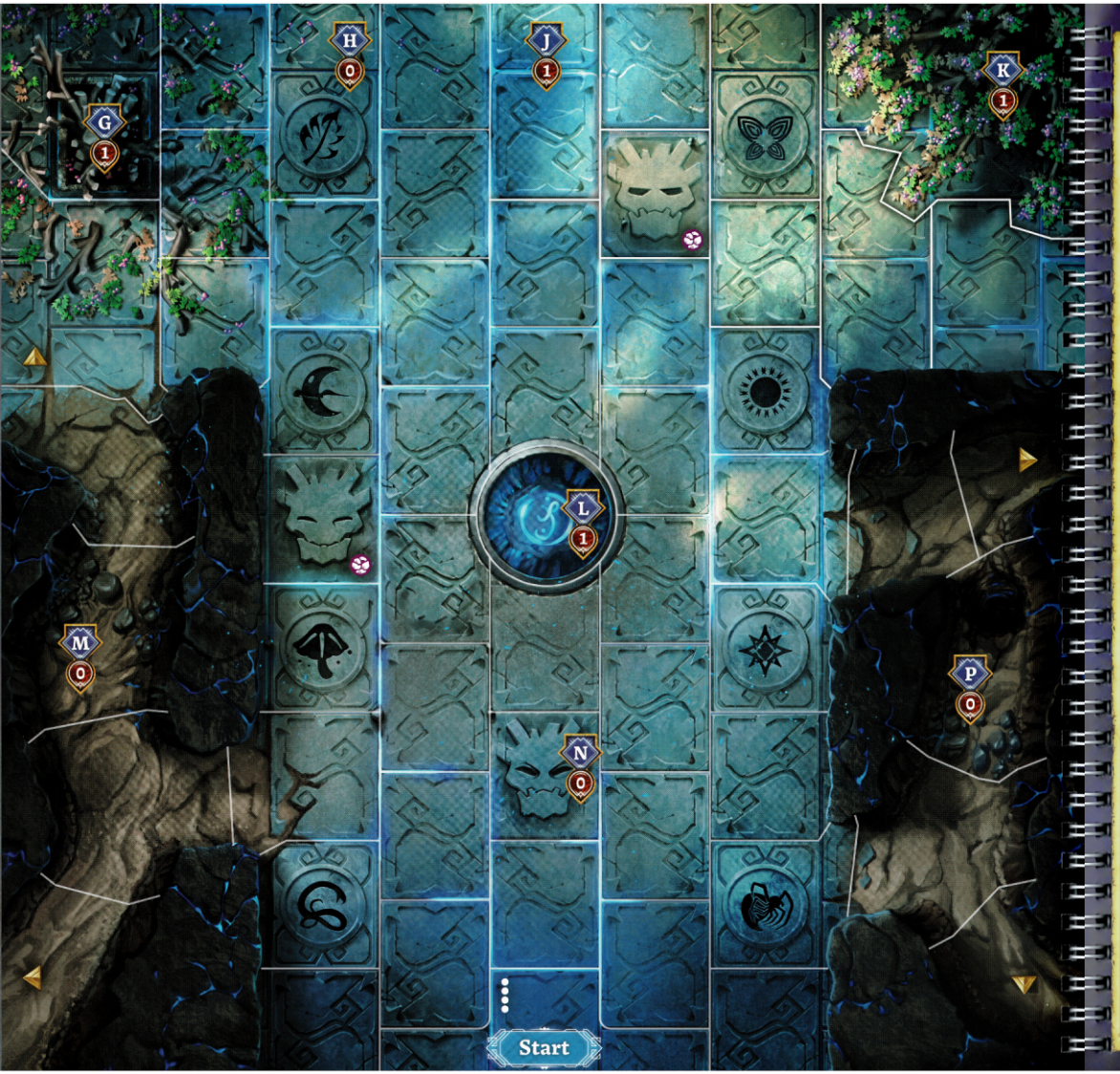
0-4 » Achievement Gem
5-8 » Spark Token
9-10 » Inspiration Gem
⊘ » Agura Crystal Token

Scenario End Conditions

You successfully complete the scenario when a Story card tells you to read Outcome 1: Scenario Success. The scenario ends immediately.

You fail this scenario if the timer reaches 20 for the second time or all Heroes are exhausted.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 82 of this book.



16 B The Garden of Memory

Key to the Past · Hall 2

You reach a square with three statues, but they do not represent agurians. The stone creatures are small and exotic. They are xi-noqs, who you know to live in their secluded island realm to the southeast. What business did they have here and why were they so revered?

In the same square there are what at first seem like delicate glowing trees, but turn out to be made of stone. Their trunks are of basalt, their leaves of granite or jade, and their berries, glowing crystal. Sun shines on the artificial trees through specially carved cracks in the cave ceiling. Did the agurians of old want gardens?

Your journey stops at a part of the main street where some large creatures have burrowed through the walls. The street itself ends at a pair of closed doors, even more imposing looking than the previous ones.

Additional Setup

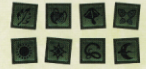
Reveal card 3x1

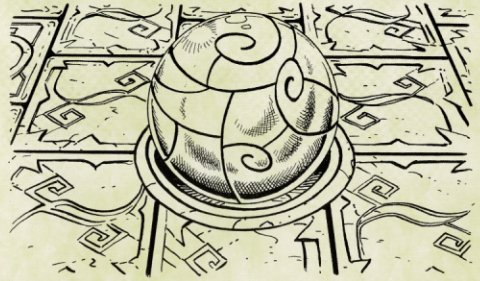
Spawn a Chirelid for each ○ on the map.

Place the Mirror Globe standee on ⛒ on the map.

Place Story cards E and ● from scenario 16 "Xotho's Plaza: Key to the Past · Hall 1" face up next to the map. The key starts with shields and energy equal to the amounts recorded in your Party Journal after that scenario.

Place all 8 Runic Plate tokens inactive side up next to the map.





Additional Scenario Rules

MAXIMUM CAPACITY

The maximum capacity of each area on the scenario map is 2 unless the area shows otherwise.

SCENARIO TIMER

Start a timer at the start of this scenario.

Each time it reaches 10, spawn a Chirelid in the area containing an arrow matching the direction on that round's Fate card and reset the timer.

In addition, the second time the timer reaches 10, the key starts to overheat:

- The keys loses 1 shield and 1 energy.
- Each time the key is moved into an area, the Hero moving it suffers 1 ♥ damage. This does not increase if the timer reaches its target again.
- Reset the timer.
- The fourth time the timer reaches 10, you fail the scenario.

⛒ FACE TILE

This tile has a geomantic agurian face carved into it which looks at you keenly.

A Hero in an area containing ⛒ may try to open a face tile:

5 (Crowbar: +2◇, Shovel: +1◇)

Success: Place a ✕ token on the ⛒; this face tile may not be opened again. Roll a Counter die for loot:

0-4 » Achievement Gem

5-8 » Spark Token

9-10 » Inspiration Gem

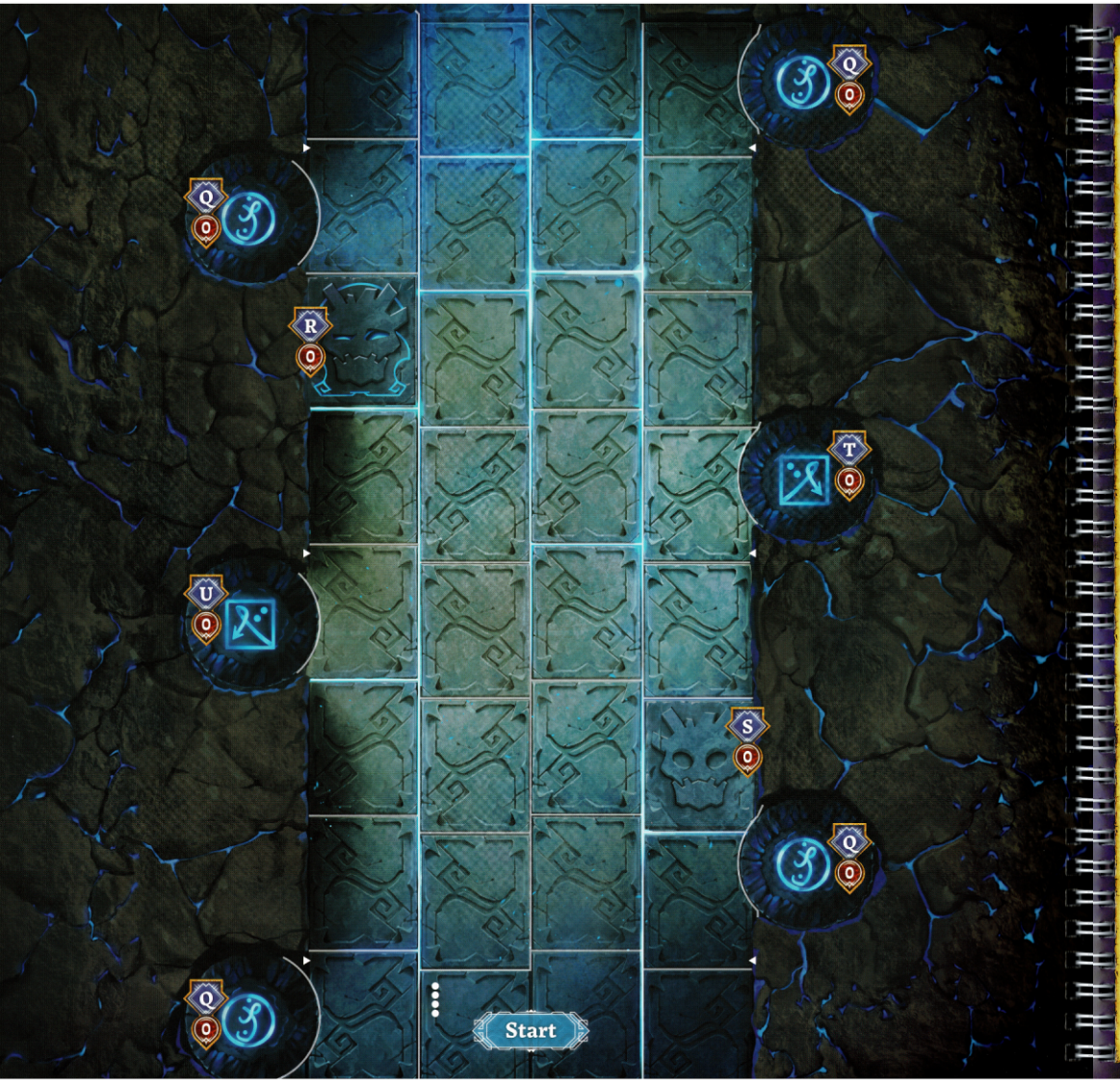
⊘ » Agura Crystal Token

Scenario End Conditions

You successfully complete the scenario when a Story card tells you to read Outcome 1: Scenario Success. The scenario ends immediately.

You fail this scenario if the timer reaches 10 for the fourth time or all Heroes are exhausted.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 83 of this book.



16 Gallery of Forever

Key to the Past · Hall 3

The street reaches a part protected by arcane geomancy, perhaps finally leading to the very heart of Lok Torr.
From enormous slits in the floor, huge slabs of stone rise up, pulled by an unseen geomantic force. They hover just above the pavement, and start to move toward you. You dodge the first one, and watch as it descends into another slit in the floor when it reaches your end of the corridor. Then more walls rise from the ground.
The door at the other end is marked with the millennial emblem of Lok Torr. Around the lock are 6 symbols matching the ones in the indentations you can see in the floor and ceilings here. It seems clear that activating the 6 symbols will open the door, but getting to them will not be easy as you have to constantly dodge the moving walls.

Additional Setup

Place the Mirror Globe standee on ⊠ on the map.

Place Story cards E and ● from "Xotho's Plaza: Key to the Past · Hall 1" face up next to the map. The key starts with shields and energy equal to the amounts recorded in your Party Journal after the previous scenario.

Reveal Story card ◆.

Shuffle the 6 Moving Walls cards and place them face down next to the map to form the Moving Walls deck. Each time you shuffle this deck, horizontally rotate some of the cards 180 degrees.

Reveal the top 2 Moving Walls cards from the Moving Walls deck and place them face on the map up as shown.

Additional Scenario Rules

MAXIMUM CAPACITY

The maximum capacity of each area on the scenario map is 2 unless the area shows otherwise.

MOVING WALLS CARDS

Each Moving Walls card is made up of a 4x2 grid of areas. Each area is either a wall, an energy field, or an open space. Energy fields and open spaces may be moved through, do not block line of sight, and have a maximum capacity of 2.

Energy field

Each time the key moves into an area containing an energy field, the key gains 1 energy.

Each time an Ally moves into an area containing an energy field: 5

Fragile Walls

An area containing a ✳ contains a fragile wall and may be damaged by Ally attacks. Melee attacks may attack a fragile wall from an adjacent area.

Once a fragile wall takes 3 damage, place a ■ token over the ✳. That area now counts as an open space.

Moving Walls card slots

There are 3 slots on the map where Moving Walls cards may be placed.

SCENARIO TIMER

Start a timer at the start of this scenario.
The first time the timer reaches 25, the key overheats:

- The key loses 1 shield and 1 energy.
- Each time the key is moved into an area, the Hero moving it suffers 1 damage. This does not increase if the timer reaches its target again.
- Reset the timer.
- The second time the timer reaches 25, you fail the scenario.

Each time the timer reaches or exceeds a multiple of 6 (6+, 12+, 18+, etc.):

- If there is a Moving Walls card in **slot 3**, *slide** it downwards until it is removed from the map. If there is a Square token on it, discard the Square token. Place the Moving Walls card next to the Moving Walls deck.
- *Slide** the Moving Walls card in **slot 2** downwards into **slot 3**.
- *Slide** the Moving Walls card in **slot 1** downwards into **slot 2**.
- Reveal the top Moving Walls card from the Moving Walls deck and *slide** it downwards into **slot 1** from above the map. You may not rotate the card after revealing it.
- Shuffle the Moving Walls card removed from **slot 3**, if any, back into the Moving Walls deck. Remember to rotate some of the cards when you shuffle.

**** Sliding a Moving Walls card***

Figures on the map may be pushed by a Moving Walls card if the card contains a wall that is being slid into the same area as the figure.

If the key is pushed by a Moving Walls card, it loses 1 shield.

Each Ally or Enemy pushed by a Moving Walls card suffers 3 damage.

For each figure that is pushed:

- If the figure is on the Moving Walls card, it remains on the card.
- If the figure is below the Moving Walls card, it is placed below the wall that pushed it. This may mean the figure is now on the Moving Walls card or even below the map (when sliding a card into slot 3).

For each figure that is not pushed:

- If the figure is on the Moving Walls card, place the figure on the map in the area that was underneath the figure before the card was slid.
- If the figure is in the slot the Moving Walls card is sliding into, place the figure on the Moving Walls card in the area that is now on top of the area the figure was in.

After sliding the Moving Walls card, the key and each Ally that is now either:

- In an area containing an energy field that they weren't in before.
- On the opposite side of an energy field that moved through them.

They either gain 1 energy or may lose ○, as appropriate (see Moving Walls Cards).

After sliding the Moving Walls card, if any area is above its maximum capacity, move the necessary number of figures in that area into the closest empty area. You may move figures to below the map if necessary (when moving out of an area on a Moving Walls card in slot 3, see below).

***Example:** A Moving Walls card in slot 2 is sliding downwards into slot 3. Zuva'Sai may lose stamina as an energy field is passing through his area. Torrax is pushed as there is a wall passing through his area. He suffers 3 damage. Torrax and Lunara end up in the same space.*

Figures below the map

A figure may be pushed below the map by a Moving Walls card. Additionally, an Ally on the bottom row of a Moving Walls card in slot 3 may move to below the map by spending 1 movement point.

If the key is pushed below the map, immediately place it in any open space or energy field area on the bottom row of the Moving Walls card in slot 3.

Each Ally or Enemy below the map is placed in any open space or energy field area on the bottom row of the Moving Walls card in slot 3 at the start of their next turn. Enemies may not be placed such that they are surrounded by walls and are unable to move.

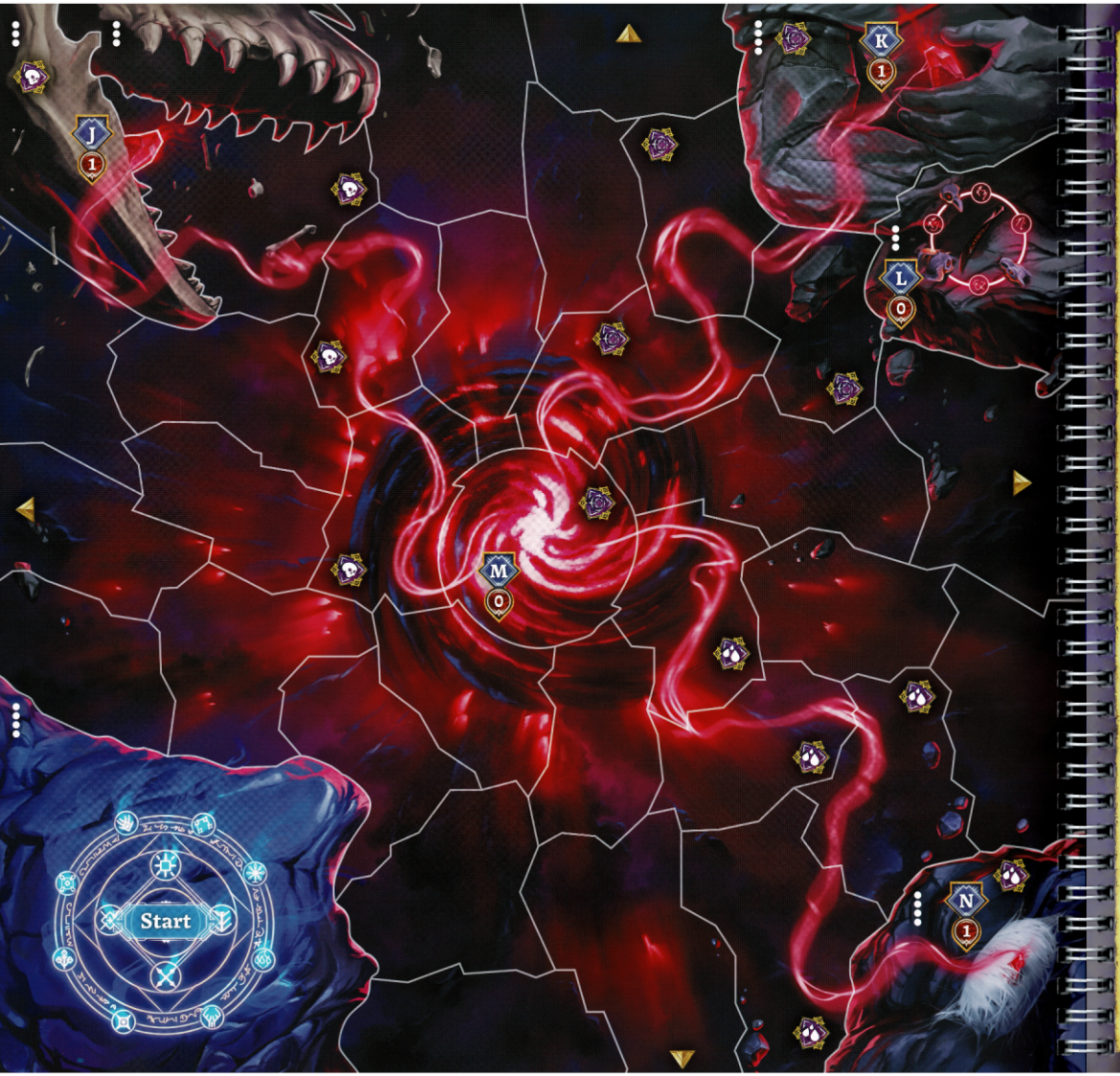
An Ally or Enemy below the map may not be attacked or affected by any other Ally or Enemy and may not attack or affect any other Ally or Enemy.

SCENARIO END CONDITIONS

You successfully complete the scenario when a Story card tells you to read Outcome 1: Scenario Success. The scenario ends immediately.

You fail this scenario if the timer reaches 25 for the second time or all Heroes are exhausted.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 84 of this book.



17 The Guardian of Lok Torr

The slope ends at a balcony overlooking a grand plaza where the walls are adorned with paintings of Xotho and his Sign of the Anvil. Opposite you are the shut gates leading to your destination, the Heart of Lok Torr, where you hope to find the key to the Vault of Time.

Between you and the gates is an enormous golem, lifeless and motionless.

On the balcony is a large cup-shaped pool, shimmering with a red glow. It is the shape and size of the mirror globe, clearly the lock to which this key should fit.

You roll the globe into the pool, it explodes into a million shards, and several magicanisms immediately activate. The whole room comes alive with the magnetic vibrations of geomancy, but you also feel Aox energy here, and even Aiun itself stirring.

The first thing you see is the three red gems in the giant golem's chest light up. It stands up straight, its eight eyes, the runes in its body, and the gems all alight with a crimson glow.

"I am the Guardian of Lok Torr," it speaks with a thundering voice. "Xotho has decreed my duty. None shall enter the Heart of Lok Torr."

The golem steps in front of the gates and its Aox energy takes a shape of its own; a wall of crimson lightning appears out of nowhere and blocks the gates. Clearly you cannot enter the Heart before you have defeated Xotho's guardian.

Before you have time to react to the golem, the pool you activated turns from red to blue, and an Aox circle spreads out from the center like someone had thrown a rock into the water.

The magic circle engulfs you and you realize it is a portal to another world! You feel nauseous as you look around to see a nightmarish realm where balance and gravity seem to hold little meaning.

It is a world of Aox, filled with floating islands, outlandish objects and creatures, and crackling strands of energy drawn toward a horrible vortex.

Once the worst feelings subside, you realize this must be the Breach, the demon reality shadowing Agemonia. Movement is more like swimming and happens more with the power of your mind than of your body. You can even will other objects to move.

The vortex seems to draw its energy from three blood rubies, similar to the ones in the golem. You remember hearing how Xotho made a pact with demons, so there must be a connection.

You are standing on a floating stone in the Breach. No, you are standing on the balcony in Lok Torr. No, you are in both places at once.

Additional Setup

Place the Lok Torr map next to the Scenario map in this book (the Breach map).

Reveal cards 1 and 2.

Spawn the Guardian of Lok Torr on ◯ on the Lok Torr map.

Place a Roglu on ⊙ on the Lok Torr map.

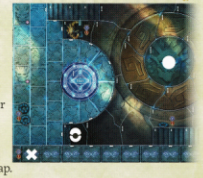
Spawn a Lumin Demon for each ▽ on the Breach map.

Place a Metal Disk token on ⊠ on the Lok Torr map with its arrow pointing to the left.

Place a big Floating Rock token on ▭ on the Breach map.

Place a small Floating Rock token on □ on the Breach map.

Each Ally may start in either Start area and may be divided between them as you choose. The Start areas are considered to be the same area, and so have a combined maximum capacity of 4.



Lok Torr map

Breach map

Roglu standee

Metal Disk

Floating Rocks

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When it reaches 12 (for 2 Heroes), 10 (for 3 Heroes), or 9 (for 4 Heroes), spawn a Lumin Demon into the area containing an arrow matching the direction on that Round's Fate card, and reset the timer.

START AREAS

The start areas are considered to be the same area, and so have a combined maximum capacity of 4. An Ally, Enemy, or item in one start area is also considered to be in the other start area.

MAXIMUM CAPACITY OF 2

The Maximum Capacity of all areas in this scenario is 2 unless the area shows otherwise.

BREACH AREAS

An Ally or a Pet may not use a movement point or a jump to move into a breach area (see diagram) unless that area contains a Floating Rock token. An Ally may spend a maneuver to move into an adjacent breach area.

Floating Rock tokens

Once per turn, an Ally in the same area as a Floating Rock token may try to move the rock:

? **Success:** Gain movement points equal to the number of successes. Each of these movement points may only be spent to move the Floating Rock token into an adjacent breach area. The Ally must move with the rock and may not perform an action or maneuver until they finish this movement. An Ally that moves the large floating rock may also move up to one other Ally in the same area with it.

AOX AREAS

Each time an Ally moves into an area containing / / , they gain the corresponding condition.

Blood Rubies defeated	Damage suffered by guardian
0	Maximum of 1
1	Normal
2	2x Normal
3	3x Normal

THE GUARDIAN OF LOK TORR

The amount of damage the guardian suffers from an attack depends on how many blood rubies have been defeated:

As the guardian is Huge, it ignores height symbols when making an attack and Allies ignore height symbols when attacking it.

Reverse Gravity and Earthquake: These attacks only affect Allies on the Lok Torr map and in the Start area of the Breach map (as it is also considered to be in Lok Torr).

* LUMIN DEMON SPECIAL MOVEMENT

Lumin Demons move normally until you are told otherwise.

REMINDER: DEFEATING ENEMIES

Some of the Enemies in this scenario require you to read an entry in the Story Book when they are defeated.

FACE TILE

This tile has a geomantic agurian face carved into it which looks at you keenly.

A Hero in an area containing may try to open a face tile:

5 (Crowbar: +2◆, Axe/Shovel: +1◆) **Success**: Place a token on the ; this face tile may not be opened again. Roll a Counter die for loot:

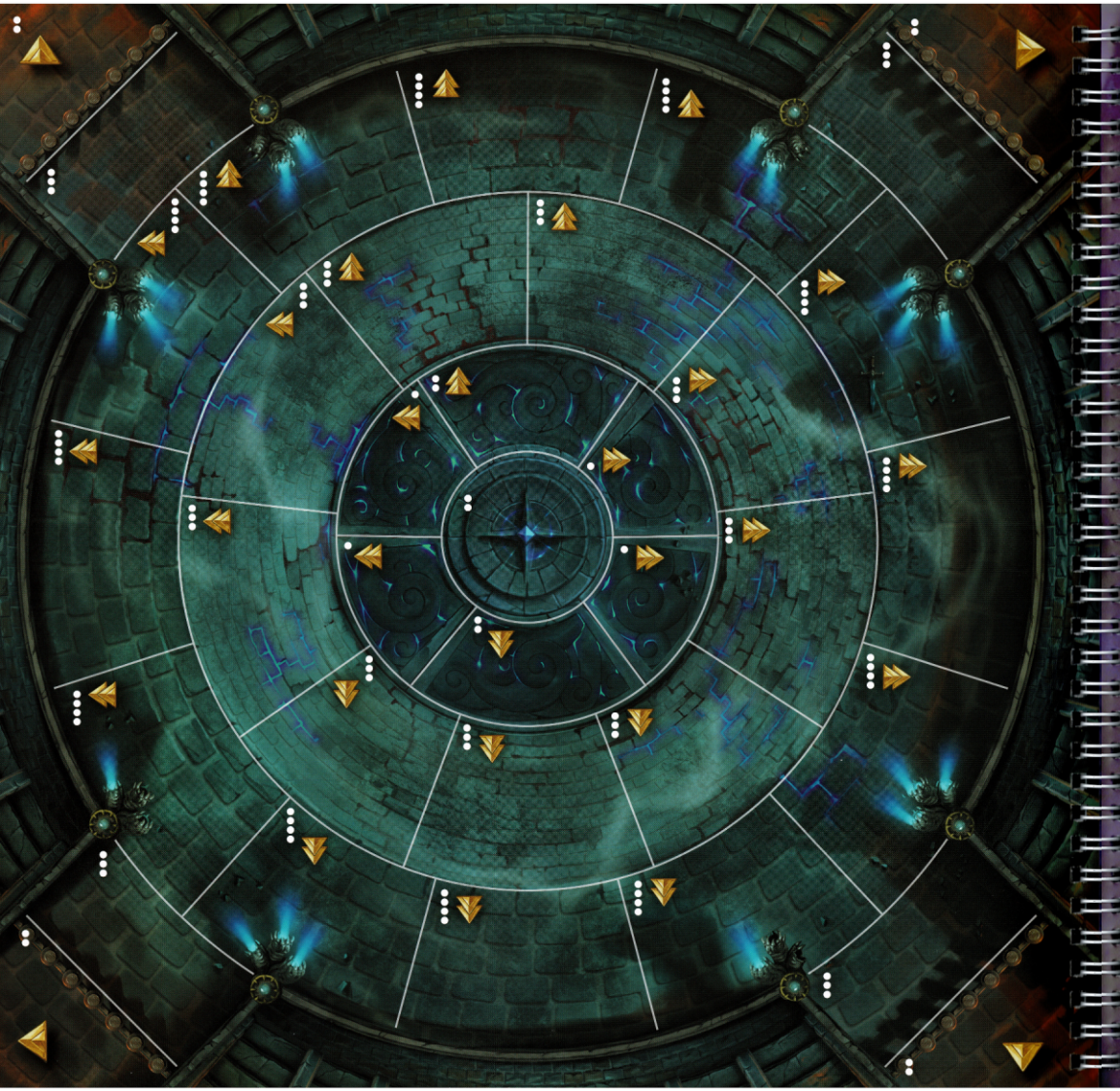
0-4 » Achievement gem
5-8 » Spark token
9-10 » Inspiration gem
⊘ **»** Agura Crystal token

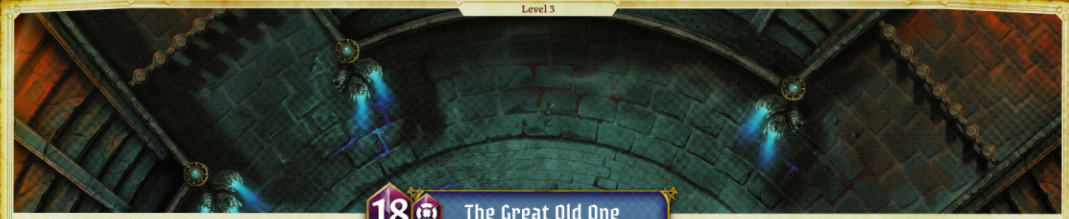
Scenario End Conditions

You successfully complete the scenario when you are told to read Outcome 1: Scenario Success. The scenario ends immediately.

You fail the scenario if all Heroes are exhausted or the Fate deck is empty .

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 84 of this book.





18 The Great Old One

You enter the circular arena and the crowd roars. You eye your opponent, but not as much as she eyes you. Two voices sound out from high above the arena floor.

Nebulon: "What a match-up this promises to be, Jangam."

Jangam: "Absolutely, Nebulon. This thing is all eyes except for the bits that are tentacles. Speaking of which, where's my drink?"

Nebulon: "Would you say a team of this size is optimal for taking on the terrifying old one?"

Jangam: "Are there four of them, or are there only two and I'm seeing double? If I close one eye it looks like there's three. Anyway, there's definitely somewhere between 2 and 4 Heroes."

Nebulon: "Thank you for your valuable insight there, Jangam. Let's get on with it shall we. 3... 2... 1... Collect those eyes!"

Additional Setup

Reveal Arena cards 3 4

Spawn the Great Old One on ✕ on the map.

Spawn a Sporal Podling for each ▽ on the map.

Each player places their Hero miniature in a different area containing a single arrow ◁ △ ▷ ▽.

Place a ⊙ token for each ○ on the map.

Discard the top Fate card of the Fate deck.

Additional Scenario Rules

◁ THE 4 SECTORS

There are 4 sectors on the Scenario map. Each area in a sector is marked with a sector icon ◁ ▽ ▷ △.

THE GREAT OLD ONE

Use 2 Counter dice to count the damage taken by the Great Old One.

Note: This is the opposite way that Counter dice are normally used with Enemies. Other Enemies in this scenario use Counter dice to count their remaining health, as normal.

The Great Old One's Attacks

During her turn, the Great Old One attacks each Hero in the sector containing a double arrow matching the direction on the previous Round's Fate card (in the first round, on the Fate card discarded during setup).

Stunning the Great Old One

When the Great Old One takes 10 or more damage (for 2 Heroes), 15 or more damage (for 3 Heroes), or 20 or more damage (for 4 Heroes):

- The Great Old One gains ◔ and spawns a Sporal Podling in an area within ① that contains a sector icon whose direction matches the direction on the previous Round's Fate card
- Set the Counter dice being used to count the damage taken by the Great Old One back to 0.

THE 4 CHEST TOKEN AREAS

When the Great Old One gains ◔, place the Chest token ⚲ in the area containing a single arrow matching the direction on the previous Round's Fate card.

When the Great Old One discards ◔, remove the Chest token from the map.

Heroes and Enemies may not move into one of the 4 areas containing a single arrow unless the Chest token ⚲ is currently placed in that area. Heroes and Enemies may move out of any of these 4 areas normally.

⊙ EYES

An eye is represented by a ⊙ token. Treat each eye as an item with 0.

Carrying Eyes

A Hero can carry no more ⊙ than their Might.

Collecting Eyes

An eye dropped in an area containing the Chest token has been successfully collected; leave it in that area, it will count towards your score at the end of the scenario.

STORY BOOK ENTRIES

If the condition is met, read the corresponding Story Book entry.

The first time a Hero takes damage » 219

The first time a Hero injured » 691

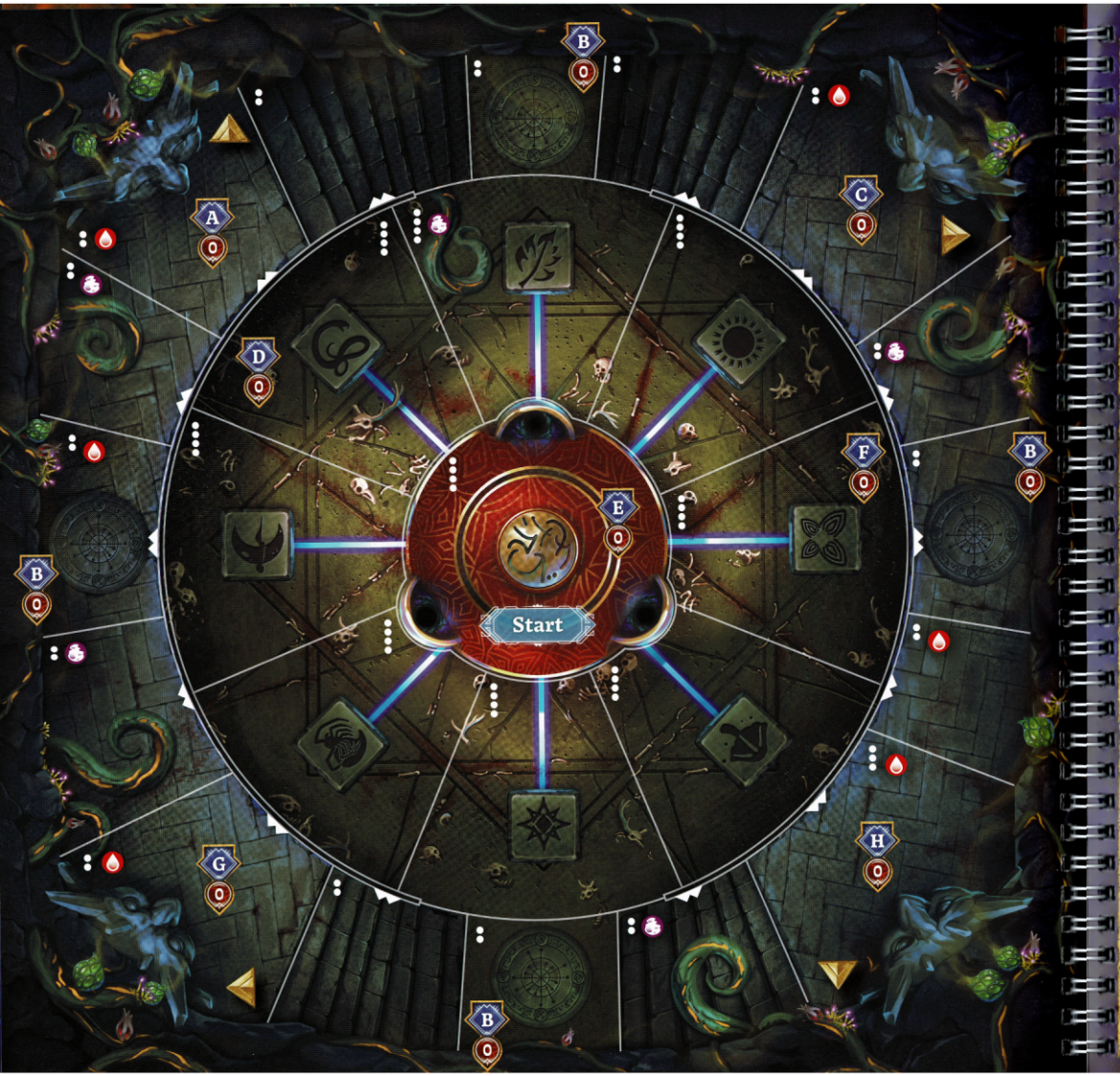
Once 5 or more Eyes have been successfully collected » 536

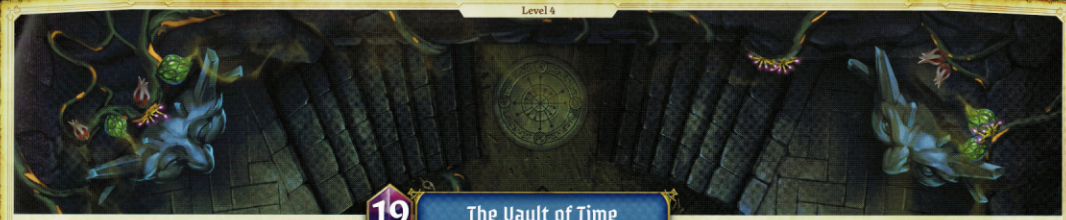
Scenario End Conditions

The scenario ends immediately if all eyes have been successfully collected. The quicker you can do this, the higher your score.

The scenario also ends if all Heroes are exhausted. In this case, you score 0 victory points.

In either case, read the conclusion on page 84.





19 The Vault of Time

You realize the cliff is actually a wall and upon further examination understand you have uncovered the entrance to the Vault of Time, which had been lost eons ago, completely overgrown by the decaying forest.

But wait! There is a hole in the building, only partially overgrown by the rugose mushrooms and the abnormal saplings. It must have been made less than a decade ago, but by whom and for what purpose?

You carefully enter the round building and see a large hole in the ground. You climb down using the decrepit vines that grow downward into the darkness. A disgusting sporal podling floats up and down the hole, observing your descent.

The abominable sounds of skitterers and other horrors greet you as you arrive in the derelict vault, its walls penetrated by vines and its floor desecrated by bones.

You carry the Orb of Power like a torch into the darkness and know you must place it into one of the Vault's antiquarian receptacles.

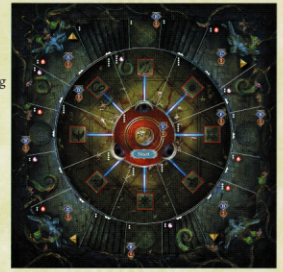
Additional Setup

Reveal 1 2

Place the 8 double sided Runic Plates inactive side up on their corresponding locations on the scenario map.

Place 2 blue Teleporter tokens next to the scenario map.

Reveal Story card E.



Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. If the timer reaches 40 (2 Heroes), 35 (3 Heroes), or 30 (4 Heroes), you fail the scenario.

GHOST LICHEN TUBERS

An area containing contains Ghost Lichen Tubers. Each Ally who starts their turn in an area with Ghost Lichen Tubers suffers 2 damage. A Hero with a Blightcap token may ignore the effects of Ghost Lichen Tubers.

Blocking Ghost Lichen Tubers

A Hero in an area with Ghost Lichen Tubers may block the poison gas they release: » Place a token over the in that area. Allies no longer suffer damage from the Ghost Lichen Tubers in that area.

TENTACLES

An area containing contains Tentacles. Each time an Ally enters an area with Tentacles:

? 3 or fewer » Gain 4 » Gain 5 or more » No effect

SPAWNING ENEMIES

At the end of each round, spawn an Enemy in the area containing an arrow matching the arrow on that round's Fate card.

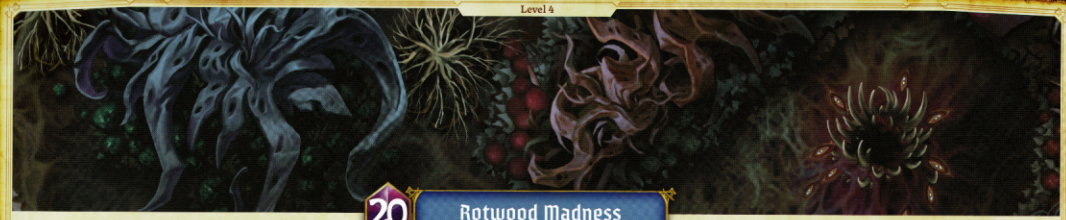
If there are fewer Vault Podlings than Vault Skitterers, the Enemy spawned is a Vault Podling. Otherwise, the Enemy spawned is a Vault Skitterer.

Scenario End Conditions

You successfully complete the scenario when you are told to read Outcome 1: Scenario Success. The scenario ends immediately.

You fail the scenario if all Heroes are exhausted, or the timer reaches its target number.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 84 of this book.



20 Rotwood Madness

You set off in the gloomy morning, braving the innumerable dangers of Rotwood once again. While a part of the forest lives and grows, it also seems to die and rot at an accelerated pace, appalling sounds and disgusting effluvia greeting you on your way, and all along, you hear the whispers of the cyclopean evil which has made Rotwood its home, or which, perhaps, is Rotwood. Every now and then, in branches, in berries, in the backs of skitterers, and on the ground, you see its thousands of eyes watching you.

Sometimes you see slime monsters, zlohians, that have somehow engulfed other creatures inside them, their helpless legs or antlers flailing impotently out of malodorous ooze.

You try to follow the path you cleared entering the Vault of Time, but it is half overgrown and the dead leaves cover the sky making you lose all sense of direction. Soon a preternaturally tall tree, bigger than any you have ever seen and more full of decrepitude and malice, stands in front of you. The whispers grow more intense.

You feel compelled to hail, to hail the tree, to hail Hur-Ishtanim. You try to suppress the need, but it is unrelenting. And even though the Rotwood Horror-With-a-Thousand-Eyes is a gigantic presence, you sense the presence of other cacodaemonic creatures, as well.

Remembering the ramblings of the mad priestess in your dream, you realize you must find the tablets soon if you are to preserve your life and your sanity.

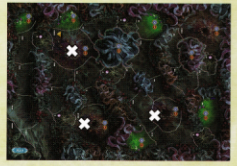
Additional Setup

Place the upper map for Rotwood Madness above this Scenario book.

Reveal 1 and 2

Set aside Rotwood Zlohian standee #8.

Spawn a Rotwood Zlohian in each of the three areas on the upper map containing C.



Additional Scenario Rules

STORY CARDS FOR A

There are 5 areas of the upper scenario map containing A. When each of these Story Points is triggered for the first time, reveal 1 of the 5 A Story cards at random and resolve it. Place the Story card next to the scenario map, as close as possible to the area containing the triggered Story Point, to remind you which Story Point this Story card corresponds to. Zlohains and Skitterers may not move or attack into any A.

SPAWNING ENEMIES

When the fourth and each subsequent Fate card is discarded, spawn a Rotwood Zlohian. If you cannot spawn a Rotwood Zlohian, spawn a Rotwood Skitterer instead. The Enemy is spawned in the area containing the arrow matching that Fate card's direction symbol.

Reminder: Some of the Enemies in this scenario spawn other Enemies when they are defeated.

*** Special Skitterer Movement**

Skitterers on the upper map will move towards the area containing D instead of following normal Enemy movement rules. They attack as normal if possible.

Skitterers on the underground map may not move into an area containing a pool of slime.

THICKETS

An area containing contains thickets. The borders of an area containing thickets count as solid barriers.

A Hero in an area adjacent to an area containing thickets may try to remove them:

2+4 (axe +2, shovel +1) **Success:** Place a token over the . That area no longer contains thickets.

WEBS

An area containing contains webs.

An Ally starting their turn in or moving into an area containing webs must:

4 **Success:** Gain
Fail: Gain . That Ally may not move any further this turn.

In either case, place a token over the . That area no longer contains webs.

A Hero within range 1 of an area containing webs may burn them:

(requires torch as an active item or Drenosh)

Spend 1 » Place a token over the . That area no longer contains webs.

POOL OF SLIME

An area containing contains a pool of slime.

An Ally starting their turn in or moving into an area containing a pool of slime gains .

Small Slimes

Some cards cause a small slime to be placed on the map. Each small slime is represented by a token.

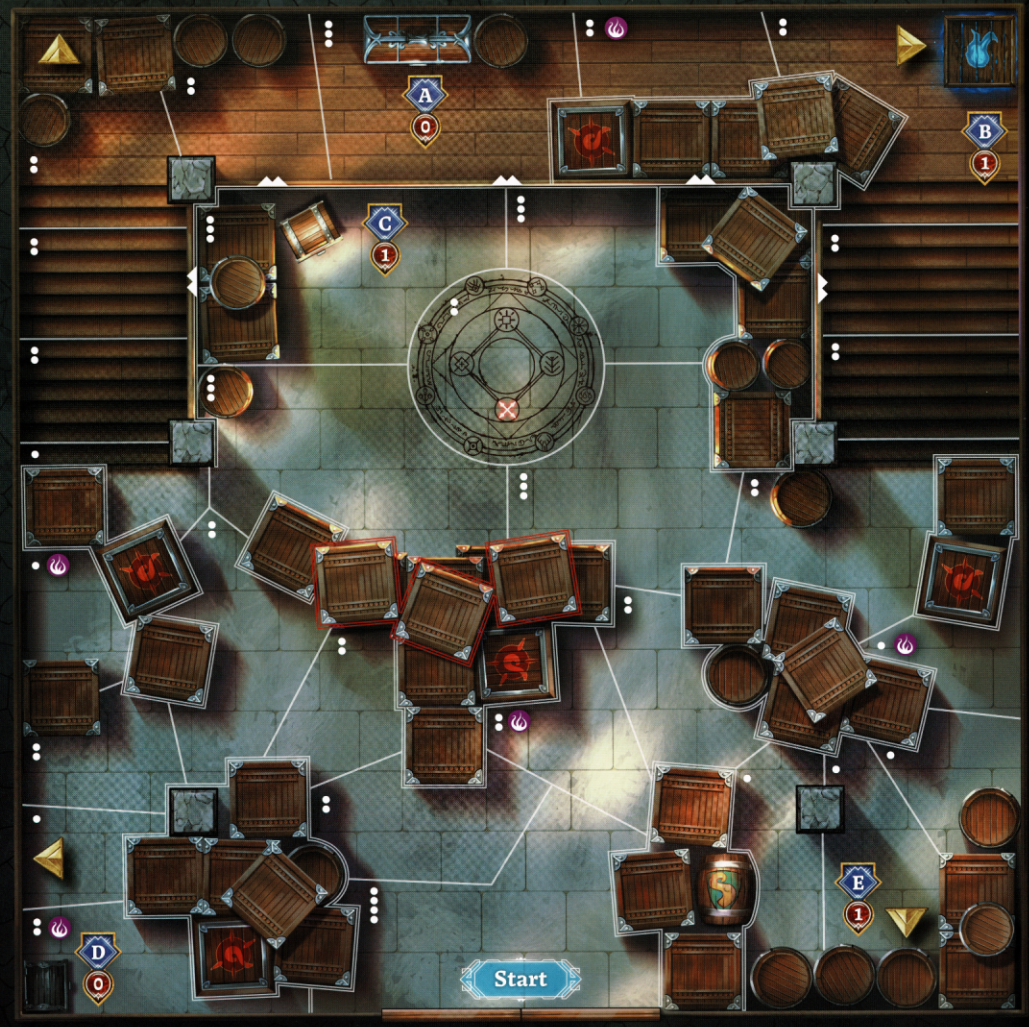
If an Ally or non-Zlohian Enemy moves into an area containing one or more small slimes, discard a token from that area. That Ally or non-Zlohian Enemy gains .

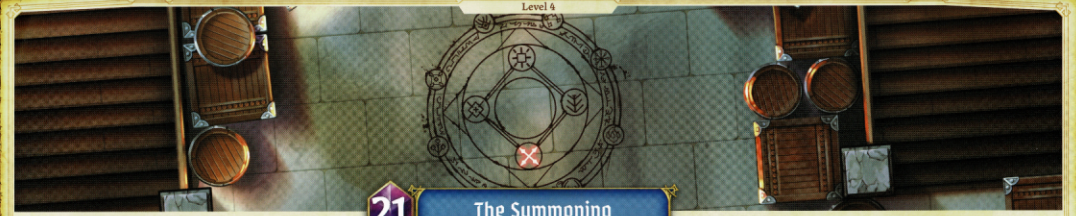
Scenario End Conditions

You successfully complete the scenario when you are told to read Outcome 1: Scenario Success. The scenario ends immediately.

You fail the scenario if all Heroes are exhausted, or at the end of the round if the Fate deck is empty.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 85 of this book.





21 The Summoning

You feel the Aox energy intensifying and hear a cry for help. Magical explosions shake the building and you hear demonic laughter.
There is no point hiding anymore, so you climb out of the crates.
You see a huge demon in the center of a magic circle, magically bound by the demon cultists who summoned it. Inside the magic circle is an orange cup, which must be the Copper Chalice that you seek.
The cellar walls glow crimson and small portals open in each corner from where smaller demons storm in, lunging at the cultists.
If the cultists die, the demon will be released. You must postpone your original plan and help the cultists, lest you are all doomed!

Additional Setup

Reveal 1 2 3 4

Place a ▢ token covering the initiative symbol and another covering the provoke effect on 3 and 4.

Spawn a Lugat Demon for each ▽ on the map

Spawn a Lumin Demon for each ◯ on the map

Spawn a Cultist for each ▢ on the map

Use a Black Counter die to track each Cultist's health.

Spawn Lahai-Kameowele on ⛒ on the map

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. Each time the timer reaches 12:

If there are any Cultists or Heroes in any of the 4 areas adjacent to the area containing the magic circle:

Each deals 5 damage to Lahai-Kameowele, up to a maximum of 10 damage (if playing with 2 Heroes), 15 damage (3 Heroes), or 20 damage (4 Heroes).

In addition:

- The first time the timer reaches 12, reset the timer and » 006
- The second time the timer reaches 12, reset the timer and reveal Story card ◆.
- The third time the timer reaches 12 » 245

If there are no Cultists or Heroes in any of the 4 areas adjacent to the area containing the magic circle: Reveal Story card ◆ and » 245

LAHAI-KAMEOWELE

While there are ▢ tokens on the Lahai-Kameowele Enemy card, he does not count as an Ally or Enemy, does not take a turn or use his provoke effect, and may not be attacked or affected in any way except by the scenario timer effect described above.

CULTISTS

While there are ▢ tokens on the Cultist Enemy card, they do not take a turn or use their provoke effect. They are Enemies, but you may play effects on them as if they were Allies.

* LUMIN DEMON SPECIAL MOVEMENT

Each Lumin Demon will always move as far as they can towards the nearest Cultist. At the end of the Ally and Enemy Turns phase, in Enemy initiative order, for each Lumin Demon in the same area as a Cultist, if no Hero is in that area, both the Demon and the Cultist are defeated.

Lumin Demons attack normally (targeting Allies, not Cultists).

DEFEATING AND SPAWNING DEMON ENEMIES

Each time a Lugat Demon is defeated, place a △ token next to the Fate deck.

Each time a Lumin Demon is defeated, place a ▢ token next to the Fate deck.

At the end of each round:

- Spawn a Lugat Demon in each area containing a △ token and remove that token.
- Spawn a Lumin Demon in each area containing a ▢ token and remove that token.
- Take all △ and ▢ tokens placed next to the Fate deck and place them into the area containing an arrow matching the arrow on that round's Fate card.

WEIRD TENTACLE CRATE

A Hero in an area containing may try to open a weird tentacle crate:

5 (Crowbar +2, Axe or Shovel +1)
Success: Place a ✕ token on the ; this weird tentacle crate cannot be opened again. Roll a Counter die for loot:

0-4 » Gain an Aox Amulet token

5-7 » Gain 3

8-10 » Reveal and resolve a Trap card and gain a Blood Crystal token

⊘ » Gain a Demon Eye token

FIRE AREAS

An area containing a is a fire area. There are no fire areas at the start of the scenario.

Whenever an Ally other than Drenosh moves into or starts their turn in a fire area, they suffer 2 damage. Enemies are unaffected by fire areas.

Scenario End Conditions

You successfully complete the scenario if Lahai-Kameowele is defeated. The scenario ends immediately.

You fail the scenario if all Heroes are exhausted.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 86 of this book.

22 Lanimora's Tear

Lanimora's Tear has been sailed to a pier near Northgate District where the ritual is bound to attract less attention.

Caillon shows you around the medium-sized riverboat. There is a deck, a cargo hold, and a captain's cabin.

Then you see four priestesses walk solemnly onboard, escorted by several armed guards. One of the priestesses wears robes of white, one azure, and one, robes of gold. The fourth wears crimson robes and scale armor. Each is adorned with a wreath of flowers particular to her goddess.

"Heaven protect you on this beautiful Day of the Living," says the beautiful white-robed Priestess of Sominai, looking each of you in the eye.

Two others merely nod, but the armored priestess of Mazurak in her crimson robe approaches you. She is a fragile woman, the weight of the world on her slim shoulders, and she speaks with a Bekora's Hoist accent. "Such ill omens I've seen that I fear we may not live past the Day of the Living. But should you manage to protect us, my goddess will bestow upon you this magical korallian armor. And remember, Mazurak favors those who die in battle."

With that, one of the priestesses walks to the fore of the ship, while the other three go inside.

"The ceremony calls for a priestess for each of our four main goddesses," Caillon explains. "Some of you better guard the pier while the rest should stay onboard. If things get tough, feel free to use anything you find on the ship."

You take your positions and see one priestess already praying to her goddess, magical energies swirling around her.

Caillon leaves to fetch more Sable Crown brigands from outside of town and says he expects the attack to happen after midnight.

But almost as soon as he is out of sight, a flaming wagon rolls onto the pier, blocking all passage to and from the ship. And that is when the Shroud attacks!

Additional Setup

Place the Lanimora's Tear map in the middle of the table.

Reveal cards 1 and 2.

Spawn a Bandit Bruiser for each ○ on the map.

Spawn a Bandit Archer for each □ on the map.

Place □, ○, and △ tokens on the map as shown.

Each Ally may start in either the area containing Start 1 or the area containing Start 2 on the Scenario map, but at least 1 Hero must start in each of those Start areas.

Take the 4 Priestess cards from the Story card deck. Place a random Priestess card near each of the ○ tokens on the map, Ally side up. Place two Counter dice on each Priestess card to record their health, as shown on the Ally side of the card.

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When it reaches 9 (2 Heroes), 7 (3 Heroes), or 6 (4 Heroes), spawn an Enemy into the area corresponding to the direction on that Round's Fate card and reset the timer. The Enemy spawned is a Bandit Archer if there are fewer Bandit Archers than Bandit Bruisers, otherwise it is a Bandit Bruiser.

○ PRIESTESSES

Each priestess is represented by a ○ token. The Priestess card near to the ○ token shows which priestess that token represents. The priestesses are Allies in this scenario and follow all normal rules for Allies except that they can never be moved from the area they are in and they perform the same action every round. The priestesses always take their turn before any other Allies or Enemies, even those with Fast.

If a priestess is defeated, discard the ○ token representing that priestess and remove the corresponding Priestess card from play.

□ DOORS

There are various places on the map showing a dashed white line in the middle of a solid barrier. These lines represent doors. If there is a □ token covering the white line, the door is closed and counts as a solid barrier. If there is no □ token covering the white line, the door is open, and Allies and Enemies may move over the white line as normal.

An Ally or Enemy may spend 1 movement point to open or close a door that borders the area they are in, discarding or placing a □ token as appropriate. Note that Enemies will only open doors, and only if it allows them to move closer to the closest area they can attack from (count the movement point spent to open the door when determining the closest area).

△ BUCKETS

There are 2 buckets on the map, represented by △ tokens. Treat each bucket as an item with 0. An empty bucket may be carried as a 1-handed active item or in a backpack.

A Hero with an empty bucket as an active item may fill it with water if they are in one of the areas on the right side of the pier, adjacent to water: Spend 2 stamina » place a second △ token on top of the △ token representing the bucket to show it is now full.

If you are carrying a full bucket you must carry it as a 1-handed active item. A Hero carrying a full bucket may: » Empty the bucket. Discard the top △ token to show it is now empty.

MOVING BETWEEN DECKS

Allies and Enemies may spend 1 movement point to move from one area containing to the other area containing .

MOVING BETWEEN TWO

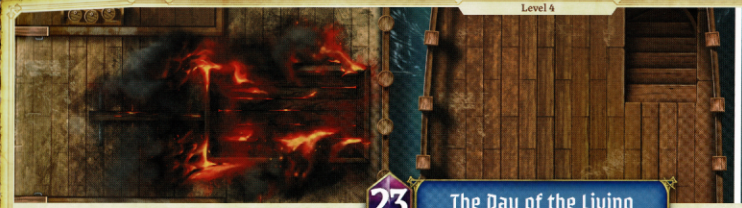
Once a second has been revealed, an Ally or Enemy may move between them by spending 1 movement point. Each has line of sight to the other and to areas adjacent to the other and vice versa.

Scenario End Conditions

You successfully complete the scenario if the values on the Fate cards in the discard pile total 40 or more and at least 2 priestesses are undefeated.

You fail the scenario if 3 or more priestess are defeated or all Heroes are exhausted.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 86 of this book.



23 The Day of the Living

It is the Day of the Living, and Runedale is covered in flowers. Lanimora's Tear is a medium-sized riverboat with a deck, a cargo hold, and a captain's cabin.

You stay all day at the warehouse, spying on the ship. You see Caillon himself escort four pagan priestesses onto the ship. Three of them go inside, while one of them stands at the fore, apparently ritually cleansing the place.

At nightfall, Caillon and some of the other brigands disembark, leaving only a few Sable Crown guards inside and some more on the pier. This is the time to attack!

The priestess at the fore is already chanting a prayer. Hopefully the goddesses will not prevent you from killing her.

You wait in the warehouse while Shroud gangsters set a wagon on fire and push it onto the pier. It blocks all passage to and from the ship, making the brigands easy targets! You attack!

Additional Setup

Place the Day of the Living map in the middle of the table.

Reveal cards 1 and 2.

Spawn a Bandit Bruiser for each ○ on the map.

Spawn a Bandit Archer for each □ on the map.

Place a Trap token for each ▽ on the map.

Place □, ○, and △ tokens on the map as shown.

Take the 4 Priestess cards from the Story card deck. Place a random Priestess card near each of the ○ tokens on the map, Enemy side up. Place two Counter dice on each Priestess card to record their health, as shown on the Enemy side of the card.

Each Ally starts in the area containing Start 3.

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When it reaches 9 (2 Heroes), 7 (3 Heroes), or 6 (4 Heroes), spawn an Enemy into the area corresponding to the direction on that Round's Fate card and reset the timer. The Enemy spawned is a Bandit Archer if there are fewer Bandit Archers than Bandit Bruisers, otherwise it is a Bandit Bruiser.

○ PRIESTESSES

Each priestess is represented by a ○ token. The Priestess card near to the ○ token shows which priestess that token represents. The priestesses are Enemies in this scenario and follow all normal rules for Enemies except that they can never be moved from the area they are in and they perform the same action every round. The priestesses always take their turn before any other Allies or Enemies, even those with Fast.

If a priestess is defeated, discard the ○ token representing that priestess and remove the corresponding Priestess card from play.

□ DOORS

There are various places on the map showing a dashed white line in the middle of a solid barrier. These lines represent doors. If there is a □ token covering the white line, the door is closed and counts as a solid barrier. If there is no □ token covering the white line, the door is open, and Allies and Enemies may move over the white line as normal.

An Ally or Enemy may spend 1 movement point to open or close a door that borders the area they are in, discarding or placing a □ token as appropriate. Note that Enemies will only open doors, and only if it allows them to move closer to the closest area they can attack from (count the movement point spent to open the door when determining the closest area).

△ BUCKETS

There are 2 buckets on the map, represented by △ tokens. Treat each bucket as an item with 0. An empty bucket may be carried as a 1-handed active item or in a backpack.

A Hero with an empty bucket as an active item may fill it with water if they are in one of the areas on the right side of the pier, adjacent to water: Spend 2 stamina » place a second △ token on top of the △ token representing the bucket to show it is now full.

If you are carrying a full bucket you must carry it as a 1-handed active item. A Hero carrying a full bucket may: » Empty the bucket. Discard the top △ token to show it is now empty.

MOVING BETWEEN DECKS

Allies and Enemies may spend 1 movement point to move from one area containing to the other area containing .

MOVING BETWEEN TWO

Once a second has been revealed, an Ally or Enemy may move between them by spending 1 movement point. Each has line of sight to the other and to areas adjacent to the other and vice versa.

BANDIT BRUISER LOWER DECK GUARDS

The 1 (with 2 or 3 Heroes), or 2 (with 4 Heroes) Bandit Bruisers who start the scenario in the lower deck of the ship will not move between decks.

Scenario End Conditions

You successfully complete the scenario if all 4 priestess are defeated.

You fail the scenario if the values on the Fate cards in the discard pile and the Timer pile total 50 or more, or if all Heroes are exhausted.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 87 of this book.

24 Storming the Naedel Falls

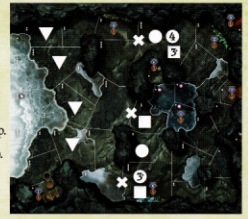
There are Shroud soldiers near the ledge, probably guarding the entrance. The waterfalls make it very difficult to attack at range so you must sneak in close to kill them before they can raise an alarm.

(Assassin +2 ◆)

If the total number of ◆ is 12 or more (2 Heroes), 19 or more (3 Heroes), or 26 or more (4 Heroes) » Do not place any Trap tokens during additional setup.

You run in through the waterfall and see a barricaded cave. You have no time to enjoy your discovery because arrows are already zooming past you. You need to find Tan Gunagill before more reinforcements arrive.

Additional Setup



Place the Storming the Nadel Falls map in the middle of the table.

Reveal cards 1 and 2

Set aside Bandit Archer standee #4.

Spawn a Bandit Bruiser for each ○ on the map.

Spawn a Bandit Archer for each □ on the map.

If Lunara is in your party and she has "Naedel Falls Assassin" written in her Journal, choose an Enemy figure and remove it from the map.

If you failed the group check in the introduction above, place a Trap token for each ▽ on the map.

Place a Barricade token intact side up covering the white line for each ⊠ on the map.

Each Ally starts in the area containing .

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When the timer reaches 40, the scenario ends.

BARRICADES

Barricade tokens have an intact side and a broken side.

Barricades are treated as being in the areas either side of the white line they cover, and take up 1 capacity in each of those two areas.

A Hero in an area containing an intact barricade may try to break it:

3+6 (Axe +2 ◆) **Success:** Flip the Barricade token to its broken side.

Intact Barricades

Allies and Enemies may not move or jump over a white line covered by an intact barricade.

Allies and Enemies may not attack across a white line covered by an intact barricade unless they are in the same area as the barricade and they are attacking with a Ranged attack.

All attacks across a white line covered by an intact barricade get the Obstructed Aim penalty.

Broken Barricades

Allies and Enemies must spend 2 movement points to move over a white line covered by a broken barricade. Count the 2 movement points spent to do this when determining the closest area an Enemy may attack from.

WATER AREAS

An area containing a is a water area.

An Ally, other than Zuva'Sai, who starts a Move maneuver in a water area may not spend stamina to gain more movement points.

An Ally, other than Zuva'Sai, who attempts to move from a water area to a non water area:

3 **Success:** Move to the non water area.
Failure » Do not move to the non water area. You may spend another movement point to try again this turn.

Enemies may not enter a water area.

Scenario End Conditions

The scenario ends when the timer reaches 40.

You successfully complete the scenario if Tan Gunagill has been defeated at that time.

You fail the scenario if Tan Gunagill has not been defeated at that time or all Heroes are exhausted.

If you both succeed and fail, count it as a success.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 87 of this book.

25 Upholding the Shroud

Tan Gunagill divides the waterfall magically in half and motions for you to enter through the doorway he created. He then follows you, his slimy pet in tow.

"Mazog hates getting wet," he explains, and the shadowy creature makes a squishy sound of affection. You enter a barricaded cave full of loot and soldiers. Tan Gunagill explains to you that they keep the Blue Poacher in a hidden cave in the back.

"We don't have much time. That totem-breaking Caillon is about to attack, wanting to release his boss. I'll create a diversion in the mountains, you hold the fort here."

He leaves through a hidden passageway in the back. You prepare to defend the cave, choosing where you will stand fast against the attacking hordes of the Sable Crown.

Additional Setup

Place the Upholding the Shroud map in the middle of the table.

Reveal cards 1 and 2

Set aside Bandit Bruiser standee #4.

Spawn a Bandit Bruiser for each ○ on the map.

Spawn a Bandit Archer for each □ on the map.

If Lunara is in your party and she has "Naedel Falls Assassin" written in her Journal, choose an Enemy figure and remove it from the map.

Place a token intact side up covering the white line for each ⊠ on the map.

Each Ally may start in any of the areas highlighted in yellow.

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario.

The first time the timer reaches 25, spawn Enemies as shown in the setup and reset the timer. If there are not enough standees, spawn the Enemies from top to bottom.

The second time the timer reaches 25, the scenario ends.

BANDIT BRUISER DEFEATED

The first time a Bandit Bruiser is defeated » 380

UNAVAILABLE AREAS

Allies and Enemies may not move into (F) and the areas in the room to the right of it (containing (B), (D), (H), and (L)). These areas are not used in this scenario.

You may want to place a in (F) as a reminder.

BARRICADES

Barricade tokens have an intact side and a broken side.

Barricades are treated as being in the areas either side of the white line they cover, and take up 1 capacity in each of those two areas.

Each Barricade has 12 and a Taunt value of 0. A Barricade may be attacked by Allies or Enemies, but only with melee attacks. If a Barricade is defeated, flip it to its broken side.

Intact Barricades

Allies and Enemies may not move or jump over a white line covered by an intact barricade.

Allies and Enemies may not attack across a white line covered by an intact barricade unless they are in the same area as the barricade and they are attacking with a Ranged attack.

All attacks across a white line covered by an intact barricade get the Obstructed Aim penalty.

Broken Barricades

Allies and Enemies must spend 2 movement points to move over a white line covered by a broken barricade. Count the 2 movement points spent to do this when determining the closest area an Enemy may attack from.

WATER AREAS

An area containing a is a water area.

An Ally, other than Zuva'Sai, who starts a Move maneuver in a water area may not spend stamina to gain more movement points.

An Ally, other than Zuva'Sai, who attempts to move from a water area to a non water area:

3 **Success:** Move to the non water area.
Failure » Do not move to the non water area. You may spend another movement point to try again this turn.

Enemies may not enter a water area.

Scenario End Conditions

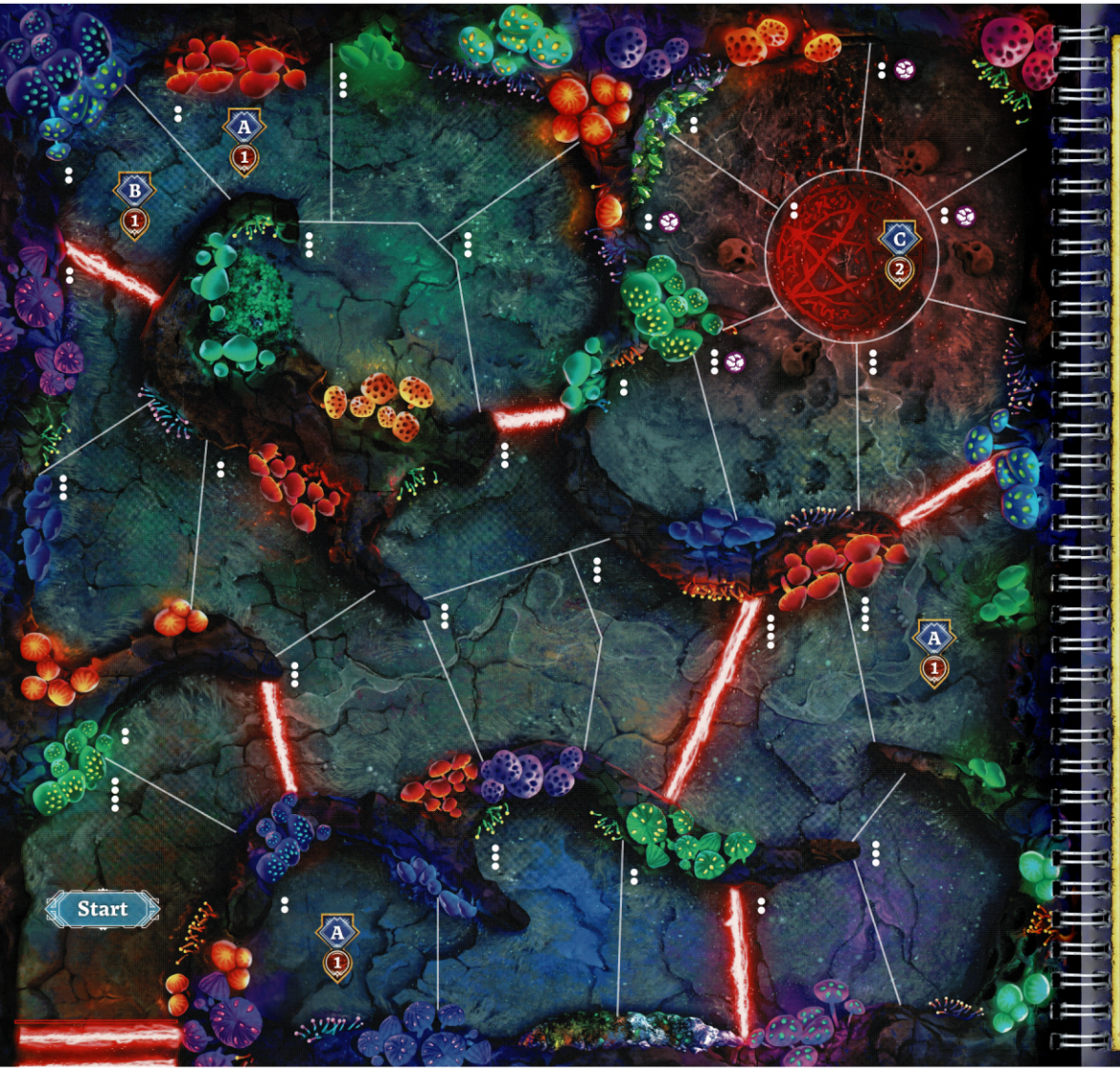
The scenario ends when the timer reaches 25 for the second time.

You successfully complete the scenario if all Enemies have been defeated at that time.

You fail the scenario if there are undefeated Enemies at that time or all Heroes are exhausted.

If you both succeed and fail, count it as a success.

In either case, read the relevant outcome (Scenario Success or Fail Forward) and the Conclusion on page 88 of this book.



26 Dark Dungeon

Aquaron leads you into the fungal cavern. It is full of pulsating lights, alluring smells, and luminescent chiming mushrooms. You immediately remember how much you loved the Cave of Happiness. But as you step inside, a wall of crimson lightning appears behind you!

"You fools!" Aquaron sneers, "We are not some simpleminded youths, we are followers of Graznak and we want to play the game for real! He bid us to lure you here, and lure you we did... Did you hear that, my lord? We expect to be handsomely rewarded!"

He retrieves a blood crystal from his bag and waves goodbye to you. "Heaven protect, my saviors..."

He walks confidently into another wall of lightning further into the cavern, expecting to pass with ease. Instead, he is incinerated on the spot. The blood crystal falls to the ground along with some of the special dice he mentioned.

Then you hear Graznak's voice, screeching horribly.

"Guaranteeing your survival,
you must confront Graznak's rival,
who will soon make her arrival.

You shall from the cave be released,
Once you have killed Mahma-Galeesd,
That would make me very much pleased."

But he does have you trapped. You can defiantly refuse now or tell him you agree and then see if you want to keep that promise later.

Gain a Blood Crystal token.

Choose One (If you have "Fealty to Graznak" in your Party Journal, you must choose option A):

A. Against Mahma-Galeezd. *"Hail Graznak!"* » **Scenario Goal: Defeat Mahma-Galeezd and each dominated cultist.**

B. Against Graznak. *"We would never make a deal with a petty demon like you!"* » **Scenario Goal: Defeat Graznak.**

Additional Setup

If you chose option A. Against Mahma-Galeezd

Reveal 1 and 3.

Spawn Mahma-Galeezd in C.

Spawn a Cultist in each A. Lay these figures down.

Place a Blood Crystal token in each A.

Place a ✕ on each A.

If you chose option B. Against Graznak

Reveal card 2.

Spawn Graznak in C.

Additional Scenario Rules

Both options (A+B)

CRIMSON ENERGY WALLS

The crimson energy walls block line of sight but not movement.

Determining a Wall's Effect

For each wall, when an Ally or Enemy moves into an adjacent area to it for the first time, determine the effect of the wall by rolling a Counter die and placing the appropriate token in the center of the wall:

0-3 » ⊙ 4-7 » △ 8-10, ⊘ » □

Allies Moving Through a Wall

Each time an Ally moves through a wall with a token in its center, resolve the effect of the wall according to the token. Move the token to one end of the wall. The effect of the wall is inactive until the end of the round. At the end of the round, move the token back to the center of the wall.

⊙ » **Gain an Injury card.** △ » 5 + ◈ □ » 5 + ◈

Enemies Moving Through a Wall

Each time Graznak or Mahma-Galeezd moves through a wall with a token in its center, they 5.

Each time a Cultist moves through a wall with a token in its center, they suffer 5 damage.

In either case, move the token to one end of the wall. The effect of the wall is inactive until the end of the round. At the end of the round, move the token back to the center of the wall.

A. Against Mahma-Galeezd

Mahma-Galeezd Healing

Start a timer at the start of the scenario. Each time it reaches 15 (for 2 Heroes), 12 (for 3 Heroes), or 10 (for 4 Heroes), reset the timer and Mahma-Galeezd 10.

Cultists

While a Cultist's figure is laid down, they do not count as Allies or Enemies, and may not take a turn. You may pick up the Blood Crystal token in the same area as the Cultist.

*** Special Mahma-Galeezd Movement**

Mahma-Galeezd moves towards the closest laid down Cultist and then attacks an Ally if able. If there are no more laid down Cultists, Mahma-Galeezd moves and attacks normally.

Dominating a Cultist

If Mahma-Galeezd moves within 2 of a laid down Cultist, stand the Cultist's figure upright. The Cultist now counts as an Enemy and starts taking turns from the following round onwards. If there is a Blood Crystal token in the same area as the Cultist, place it on the Cultist Enemy board underneath that Cultist's health Counter dice. If you defeat the Cultist, you gain that token in addition to its normal loot.

✕ Cross Tokens on A Story Points

These Story Points are not used.

B. Against Graznak

Graznak Bound

If you have "Portal Closed" in your Party Journal, start a timer at the start of the scenario. Graznak may not take a turn or use his provoke ability until the timer reaches 15. When it does, stop the timer.

Graznak Healing

Graznak 1 for each damage each Ally takes.

Story Cards for A

There are 3 areas of the scenario map containing A. When each of these Story Points is triggered for the first time, reveal 1 of the 3 Story cards at random. Place the Story card next to the scenario map, as close as possible to the area containing the triggered Story Point, to remind you which Story Point this Story card corresponds to.

Scenario End Conditions

A. Against Mahma-Galeezd

You successfully complete the scenario when you defeat Mahma-Galeezd and each dominated cultist. The scenario ends immediately. Read Outcome 1: Scenario Success.

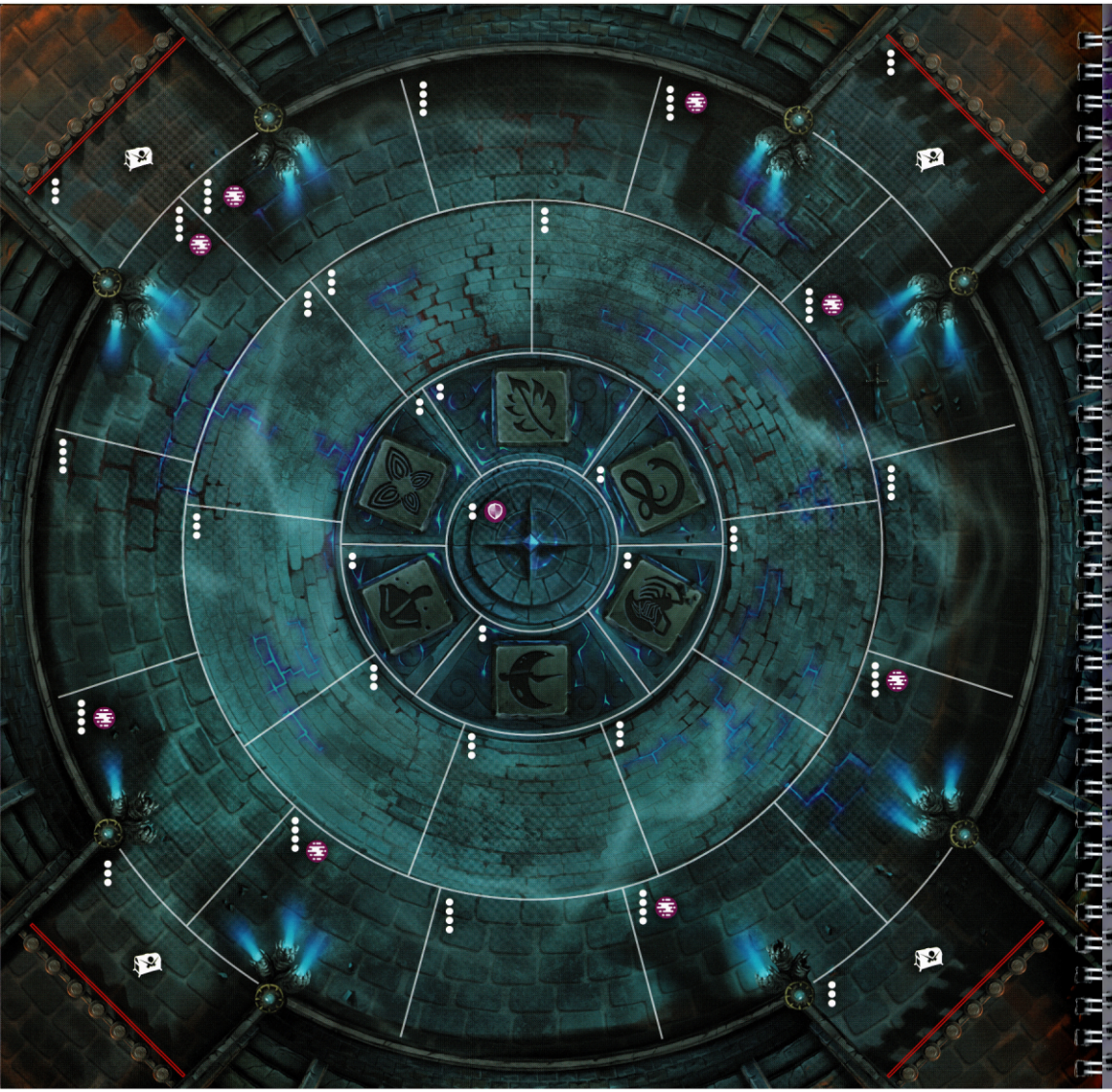
B. Against Graznak

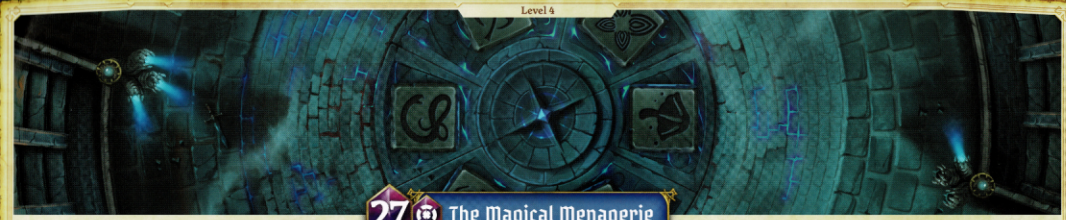
You successfully complete the scenario when you defeat Graznak. The scenario ends immediately. Read Outcome 2: Scenario Success.

Both options (A+B)

You fail the scenario if all Heroes are either wounded or exhausted. Read Outcome 3: Fail Forward.

In each case, read the relevant outcome and the Conclusion on page 89 of this book.





27 The Magical Menagerie

You enter the arena to see 3 large magical beasts chained to the ground and several stones placed around the center.

Nebulon: "Here we go everyone. The main attraction tonight sees these brave individuals take on our magical menagerie: their skin will be on fire, their minds will be blasted, and their bodies will be crushed."

Jangam: "Sounds like one of my mornings after rather than a night before, Nebulon."

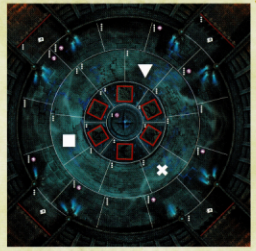
Nebulon: "Indeed Jangam. It's the hangover from hell, but the only things to drink are slime and blood."

Jangam: "Deeelicious!"

Nebulon: "3... 2... 1... Unchain the beasts!"

Additional Setup

Shuffle 6 single-sided runic plates (butterfly, leaf, moon, mushroom, snake, and spider) and place them face down on the map as shown by the red spaces on the diagram.



Reveal Arena cards 5, 6, and 7.

Spawn an Ustrig in the area containing □.

Spawn a Phrenipede in the area containing ⊠.

Spawn a Chirelid in the area containing ▽.

Place a □ token on the Ustrig Enemy card.

Place a ⊠ token on the Phrenipede Enemy card.

Place a ▽ token on the Chirelid Enemy card.

Each player places their Hero miniature in a different area containing a 2.

Place the top 1 Fate card (for 3 Heroes) or 2 Fate cards (for 4 Heroes) of the Fate deck face up into the Fate discard pile.

Additional Scenario Rules

MAGICAL LAMPS

Each magical lamp is shown as a ⊜ on the map.

Each time an Enemy is defeated, choose a magical lamp within range 1 of that Enemy that is not already lit (if any). That lamp becomes lit; place a ◎ token in that area.

RUNIC PLATES

Runic plates count as items with an ✊ of 0. There may not be more than 1 runic plate in the same area at the same time.

A Hero must spend 2 ◎ stamina to pick up a runic plate. If a Hero carrying a runic plate takes damage, they must drop the runic plate.

If a Hero carries a face-down runic plate into an area containing a lit magical lamp, flip the runic plate face up and remove the ◎ token from the area containing the magical lamp; that magical lamp is no longer lit. You may not otherwise flip a face-down runic plate face up.

SPAWNING ENEMIES

Each time an Ustrig is defeated, place a □ token next to the Fate deck.

Each time a Phrenipede is defeated, place a ⊠ token next to the Fate deck.

Each time a Chirelid is defeated, place a ▽ token next to the Fate deck.

At the end of each round:

- For each □ token on the map, spawn an Ustrig in that area and remove the token.
- For each ⊠ token on the map, spawn a Phrenipede in that area and remove the token.
- For each ▽ token on the map, spawn a Chirelid in that area and remove the token.
- Take all tokens placed next to the Fate deck and place each into the area containing the matching shape in the Additional Setup diagram.

Note: The tokens placed on the Enemy cards act as a reminder of which shape corresponds with which type of Enemy.

HEALING AURA

Each Ally that ends their turn in the area containing ♥ » ◎/✚ 5.

STORY BOOK ENTRIES

If the condition is met, read the corresponding Story Book entry.

The first time a Hero takes damage » 014

The first time a Hero becomes injured » 232

The first time an Enemy is defeated » 479

Once 3 face-up runic plates have been placed in the correct areas » 351

Scenario End Conditions

You succeed this scenario when the 6 runic plates are face up in the correct areas as shown on the arena map. In this case read the conclusion on page XX.

You fail this scenario at the end of 20 rounds or if all Heroes are exhausted. In this case read the conclusion on page 89, but count your victory points as 0.

28 The Furnace of the Ancients

Climbing the brittle volcano is difficult, and you inadvertently cause many a small avalanche.

If you did not hire a guide, each Hero: 5

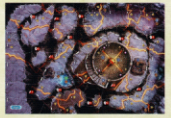
Nearing the peak of the volcano, you are nearly hit by a lightning strike. It blasts a nearby rock, incinerating it instantly. But while the skies are covered in dark ash clouds, there is no lightning storm. Then another bolt of lightning strikes!

As you reach the top, you see the lightning strikes are caused by the Furnace of the Ancients itself, a magnificent tower of immense magic. The Furnace has gone wild and torn a rift into the Breach! Aox energy from the Breach is being drawn to a spike on top of the tower. Traveling down into the furnace at the foot of the tower, the energy then strikes one of the crevices on the ground in the form of a lightning bolt.

Multiple caverns and lava flows have been uncovered by the blasts. The vespirs who nest here are in flight in the dark skies, their angry shrieks muted by the sound of the lightning.

You need to close the rift and control the Furnace before the lightning destroys you!

Additional Setup



Place the Furnace of the Ancients map in the middle of the table.

Reveal 1, 2, and 3.

There is only one Void Lightning Enemy. It does not have a figure.

Place a black Counter die on the Void Lightning Enemy card set to the number of Heroes.

Discard the top 1 Fate card (with 2 Heroes), 3 Fate cards (with 3 Heroes), or 5 Fate cards (with 4 Heroes) of the Fate deck.

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. Each time it reaches 10, spawn a Vespir in the same area as each Hero (including exhausted Heroes) and reset the timer. If the Hero is on a Connecting Story card or has , do not spawn a Vespir for that Hero. If there are not enough Vespir figures, spawn them in order of the Hero's Taunt values, highest to lowest.

CLIMBING

An Ally may try to move between two areas separated by a climb (an active Agility check) by spending 1 movement point to roll the check shown. **(Hook & Rope +2)**

Success: Move into the area on the other side of that border.

Fail: You may spend another movement point to try again this turn.

LEAPING

An Ally may move between two areas separated by a leap (an active Might check) by spending 1 movement point and rolling the check shown.

Fail: Suffer 3 damage and gain .

THE 4 SECTORS

There are 4 sectors on the Scenario map. Each area in a sector is marked with a sector icon .

Void Lightning

The Void Lightning Enemy does not have a figure. It may not be attacked or affected in any way.

Charge Counter die

The black Counter die on the Void Lightning Enemy card shows the number of charges the Void Lightning currently has. Various effects on the Void Lightning Enemy card increase and decrease the number of charges it has.

If the Void Lightning ever has 6 or more charges, immediately perform the Void Lightning's sector attack, including Shock if the red Enemy initiative bar shows . After the attack, set the Charge Counter die to 0.

Sector Attacks

When performing a Lightning Strike attack, the Void Lightning attacks each Ally in the sector containing a double arrow matching the direction on the previous Round's Fate card (in the first round, on the last Fate card discarded during setup). After the attack, set the Charge Counter die to 0.

When performing a Chain Lightning attack, the Void Lightning attacks each Ally in any of the four sectors. After the attack, set the Charge Counter die to 0.

PHRENIPEDE REBIRTH

If a Phrenipede is defeated, do not remove its figure from the map. Instead, it gains . When this condition is resolved, set the Phrenipede's health to 5 / . That Phrenipede is no longer defeated.

*** Phrenipede Special Movement**

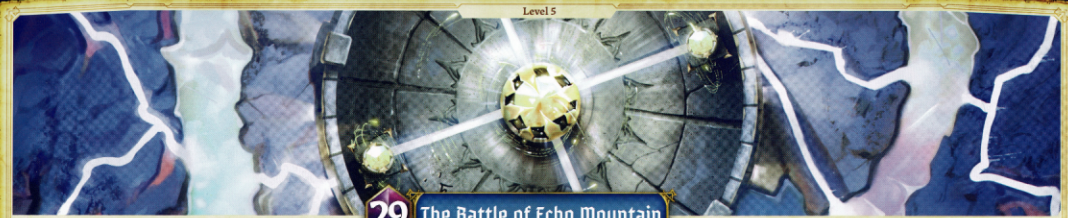
A Phrenipede may spend 2 movement points to move between two areas separated by an area containing a climbing or leaping check. Count the 2 movement points spent to do this when determining the closest area a Phrenipede may attack from.

Scenario End Conditions

You successfully complete this scenario when you are told to read Outcome 1: Scenario Success.

You fail this scenario if the Fate deck is empty or all Heroes are exhausted.

In either case, read the relevant outcome and the Conclusion on page 89 of this book.



29 The Battle of Echo Mountain

You look on in awe as the two powerful leaders declare their intentions on top of Echo Mountain, not realizing the Furnace is not yet completely stable.

"Leave this place, Hemet," Essylit commands her adversary. "The Council of Eight had its eyes on the Furnace of the Ancients when your organization was still an inconsequential guild of gem cutters."

"In those shaded days the Council of Eight still controlled trade in Agemonia," Hemet replies mockingly. "Times change, however, and we must change with them. Only the Burning Sun is never changing."

"Do you really want to talk about the past? Here?" asks Essylit. Her meaning is lost on you, but Hemet seems to understand it.

"I don't want to talk at all. My forces vastly outmatch yours." He raises his hand and a group of dead agurians, their eyes flaming crimson, walks into view. For anyone to use doom knights in battle is truly shocking. "I have no desire to kill you, Essylit. Leave now and I will sacrifice your minions to the Sun, but let you live."

"Nay, I will not leave." Essylit proclaims defiantly as her warlocks prepare for battle.

"I feared you'd say that," Hemet says. "Then let us finish this now, once and for all."

"So be it," replies Essylit, her voice thick with melancholy.

Neither of them notice that the furnace is humming at a higher pitch than before, as if it was starting to overload.

Hemet commands his troops to attack. Essylit commands hers to meet them. You stand on the mountaintop where the leaders themselves will meet in battle. Having collaborated with both groups you cannot stay neutral in this. You must align with one side or the other and join the fight!

Choose One (If you have with either the Amethyst Order or the Council of Eight, you must choose to align with that side):

A. Align with Hemet One-Flame and the Amethyst Order.

B. Align with Essylit the Unerring and the Council of Eight.

Additional Setup

Place the Battle of Echo Mountain map in the middle of the table.

If you have "Ixar Has Woken" in your Party journal, reveal 5 and place the scenario specific Ally token in the area containing a to represent Ixar.

Place a token in each area containing a on the Scenario map.

Reminder: If you failed the previous scenario, "The Furnace of the Ancients", one Hero starts in instead of the Start area.

If you chose option A. Align with Hemet One-Flame

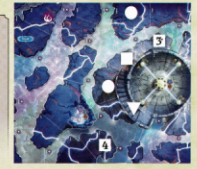
Reveal the Ally card showing Hemet on one side and Essylit on the other and place it Hemet side up.

Spawn Hemet at on the map.

Reveal 3 and 4.

Spawn Essylit at ▽ on the map.

Spawn a Circle Warlock for each □ on the map.



If you chose option B. Align with Essylit the Unerring

Reveal the Ally card showing Hemet on one side and Essylit on the other and place it Essylit side up.

Spawn Essylit at on the map.

Reveal 1 and 2.

Spawn Hemet at ▽ on the map.

Spawn a Doom Knight for each ○ on the map.

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. If the timer reaches 30, you fail the scenario.

DEFEATED ALLY

If you chose **Option A** and Hemet One-Flame is defeated » 084

If you chose **Option B** and Essylit the Unerring is defeated » 179

CRYSTALLIZED AREAS

Each area containing a is a crystallized area.

An Ally who ends their turn in a crystallized area that contains a token must discard that token and /3.

An Ally who enters a crystallized area that doesn't contain a token loses 1 stamina.

FURNACE OUTPUT

At the end of each round, place an Achievement gem in the area containing an arrow matching the direction on that round's Fate card if there isn't one there already.

A Hero in an area containing an Achievement gem may gain that Achievement gem.

Scenario End Conditions

A. Align with Hemet One-Flame

You successfully complete the scenario when you have stabilized the furnace and Essylit the Unerring and all Warlocks have been defeated. The scenario ends immediately. Read Outcome 1: Scenario Success.

B. Align with Essylit the Unerring

You successfully complete the scenario when you have stabilized the furnace and Hemet One-Flame and all Doom Knights have been defeated. The scenario ends immediately. Read Outcome 2: Scenario Success

Both options (A+B)

You fail the scenario if the timer reaches 30 or if all Heroes are exhausted. Read Outcome 3: Fail Forward.

In each case, read the relevant outcome and the Conclusion on page 90 of this book.

30 The Mansion of Broken Hearts

You have spent days staking out the Pennark Mansion, observing every changing of the guard and servants' shopping trip.

This morning you saw your old acquaintance Aries Kirane, Priest of the Fifth Eye, enter the building, carrying the same chest he had with him in Ambergate. He has been in there for hours. Perhaps he has fallen prey to Lord Wollyon's illusions?

There are two entrances to choose from: the front and the back.

Additional Setup

Place the First Floor map next to the Scenario map in this book (the Second Floor map).

Place the Cellar map tile and the Tower of Curiosities map tile face down next to this book.

Reveal 1 and 2.

Spawn a Watchman for each □ on the First Floor map.

Spawn an Asputil at ▽ on the First Floor map.

Place Square ■ tokens on the map as shown.

Do not place any tokens or spawn any Enemies on the Second Floor map.

Each Ally may start in either Start area, and may be divided between them as you choose.

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When it reaches 15 (for 2 Heroes), 12 (for 3 Heroes), or 10 (for 4 Heroes), reset the timer and reveal Story card '◆' and 3.

ILLUSIONS

An area containing a ⊛ contains an illusion. Whenever an Ally moves within 2 of a particular illusion for the first time, cover the ⊛ with a ✕, roll a Counter die, and spawn the appropriate Enemy figure. If there are no more figures available for that particular Enemy, spawn the next lowest on the list that does have an available figure. The Enemy figure spawned represents an illusion Enemy.

0-4 » Vespir 5-7 » Revenant 8-10 » Ustrig ⊘ » Benaethid

ILLUSION ENEMIES

The Illusion Enemies shown in the top right of this page do not have an Enemy card. They never move, always perform the same attack each round, and are immune to all conditions. Place 1 or more red Counter dice in the same area as the Illusion Enemy to track its health.

An Ally may not leave an area containing one of these Illusion Enemies unless they succeed the active Will check shown for it. If the check fails, the Ally may not leave that area. The movement point or effect they were using to leave the area is lost.

Unstable Illusion

If the Initiative card for the current round shows the ◆ or ♈ symbol in an Illusion Enemy's Initiative bar, each Ally gets +2 ◆ on their active will check to leave that Enemy's area.

DOORS AND WINDOWS

There are various places on the map showing a dashed white line in the middle of a solid barrier. Each of these lines represent a door or a window. If there is a ■ token covering the white line, it is closed and counts as a solid barrier. If there is no ■ token covering the white line, it is open, and Allies and Enemies may move over the white line as normal.

An Ally or Enemy may spend 1 movement point to open or close a door or window that borders the area they are in, discarding or placing a ■ token as appropriate. Note that Enemies will only open doors and windows, and only if it allows them to move closer to the closest area they can attack from (count the movement point spent to open the door or window when determining the closest area).

⊛ LEAVING THE AREA

Allies may spend 1 movement point to move from one of the areas containing ⊛ on the First Floor map to the area containing ⊛ on the Second Floor map or vice versa. The first time an Ally enters an area on the Second Floor map » 098.

Enemies may not move move between floors except 3.

AREAS CONTAINING Ⓖ

If an Ally or Enemy moves over the double white line into Ⓖ on the Second Floor map (via a climb, fall, teleport, or fly), place them in Ⓖ on the First Floor map.

An Ally or Enemy in one Ⓖ has line of sight to the other Ⓖ and may perform ranged or magic attacks or other effects between the two areas (including climb, teleport, or fly).

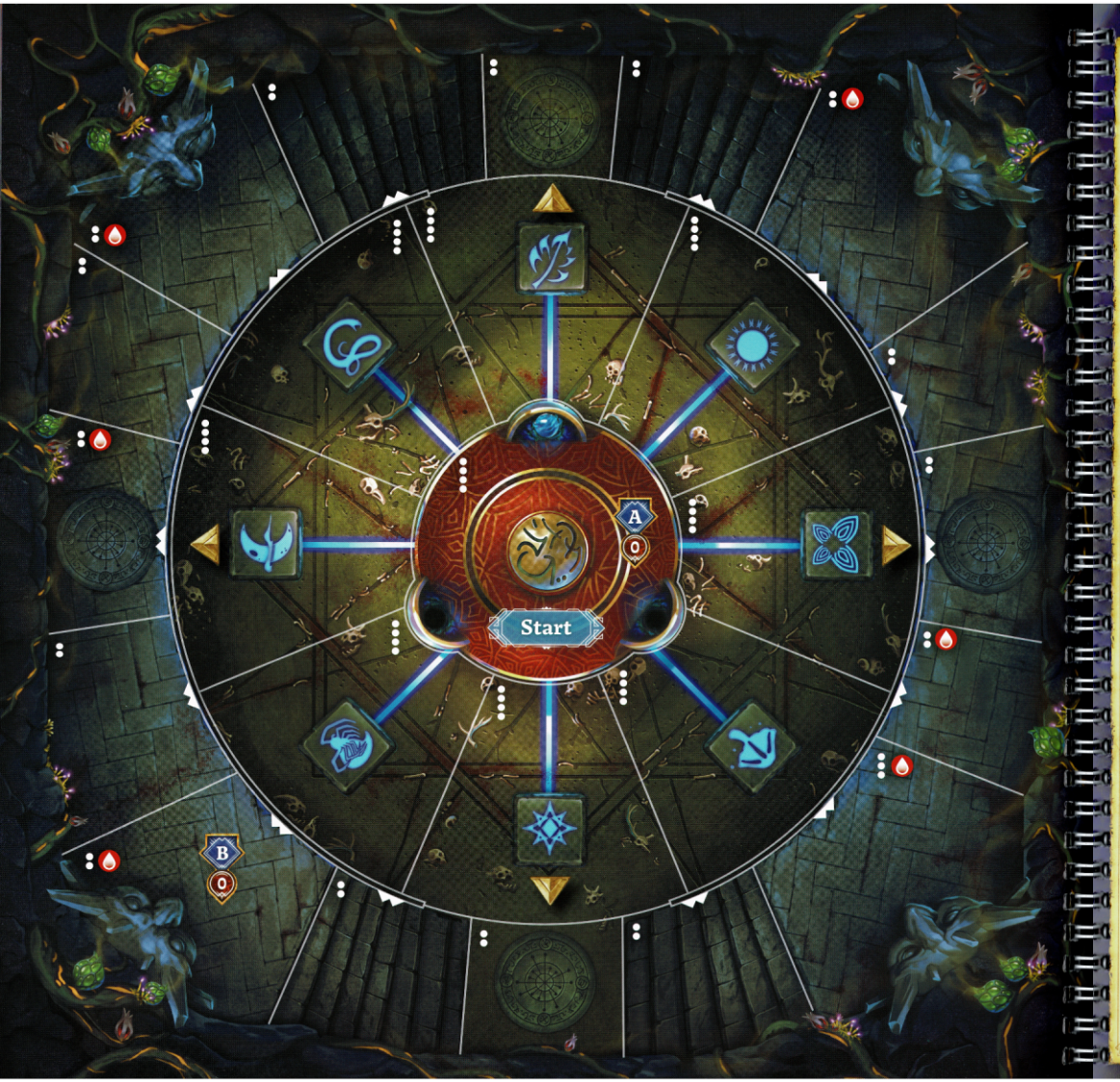
Scenario End Conditions

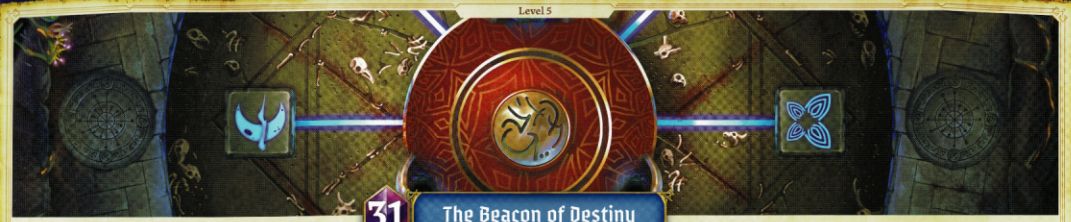
You successfully complete the scenario if a Hero is carrying the Orb of Ferox in one of the start areas. The scenario ends immediately. Read Outcome 1: Scenario Success.

You also successfully complete the scenario if you are told to read Outcome 2: Scenario Success. The scenario ends immediately.

You fail the scenario if the Fate deck is empty or all Heroes are exhausted. Read Outcome 3: Fail Forward.

In each case, read the relevant outcome and the Conclusion on page 91.





31 The Beacon of Destiny

You enter the circular building above the Vault of Time and, using ropes, climb down through the hole in the ground. You have already figured out how to place one Orb of Power into a receptacle and expect no difficulty in placing the other two.

The floor of the vault is carved with eight large runes, all of which are burning with azure light. No sooner have your feet touched the ground than from the shadowy walls of the vault steps a massive agurian, its eyes flaming crimson with Aox power. A doom knight! Who could have brought it here?

Behind it, standing on a floating disk, is a magus you know all too well. More demon now than nihteegri, you see the distorted face of Amon Pennark.

"Heaven protect, my little opponents," he says mockingly. "I would have made you captains of all the demons, rulers of Agemonia and Breach alike, godlike in your strength and wisdom. Yet you chose... this."

He turns the palms of his hands upwards, spreads out his claws, and points them towards you, as if you were the lowest lifeforms on Agemonia.

"It matters not, for soon you will be with the stars." He motions for the doom knight to attack!

Suddenly, the stone heads' eyes open wide and the light of Aiun shines forth, temporarily blinding your evil opponents. You take your chance to take the fight to them.

Additional Setup

Reveal 1 and 2.

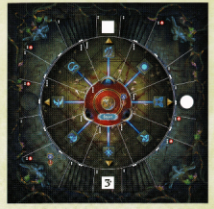
Place Amon Pennark at ○ on the map.

Place a Doom Knight for each □ on the map.

Place 8 double-sided Runic Plates active side up on the Scenario map each covering the matching symbol shown.

Place a blue Teleporter token inactive side up on each teleporter symbol on the map.

Reveal Story card A and place a △ token on it.



Additional Scenario Rules

SCENARIO TIMER
Start a timer at the start of this scenario. When it reaches 35, you fail the scenario.

BLINDED ENEMIES
Enemies do not take a turn or use their Provoke during the first round.

STONE HEADS
A Hero in the same area as a Stone Head may try to communicate with it:

5 **Success:** Place a △ token on Story card A and a ✕ token on the Stone Head. That Stone Head may not be communicated with again.

TORMENT SPELL
If you have "Nostalgia" in your Party Journal, a Hero within ② of a Doom Knight may:
» Discard an Agura Crystal token » The Doom Knight suffers 5 ♥ damage.

UNSTABLE RUNIC PLATES
Starting in the third round (2 Heroes), second round (3 Heroes), or first round (4 Heroes), when the Fate card is revealed at the end of the round, flip a Runic Plate on its active side to its inactive side. The Runic Plate flipped is the one in the area on the Scenario map containing an arrow matching the direction arrow on that Fate card. If that Runic Plate is already inactive side up, the Runic Plate flipped is the next one in clockwise order that is active side up.

A Hero in the same area as an inactive side up Runic Plate may spend 1 ○ to try to flip it:
5 (if the Runic Plate opposite this one is active side up +1 ◆)
Success: Flip the Runic Plate to its active side.

Whether you succeed or fail, you may try to flip the same or a different Runic Plate again this turn. The amount of ○ you must spend increases by 1 for each previous try your Hero has had this turn.

GHOST LICHEN TUBERS
An area containing ♦ contains Ghost Lichen Tubers. Each Ally who starts their turn in an area with Ghost Lichen Tubers suffers 2 ♥ damage. A Hero with a Blightcap token may ignore the effects of Ghost Lichen Tubers.

Blocking Ghost Lichen Tubers
A Hero in an area with Ghost Lichen Tubers may block the poison gas they release:
» Place a ✕ token over the ♦ in that area. Allies no longer suffer damage from the Ghost Lichen Tubers in that area.

TELEPORTERS
A Hero in the same area as a blue Teleporter token may spend 3 ○ stamina to flip it from on its inactive side to its active side.

Whenever a Hero spends a movement point to teleport from one blue Teleporter token to another blue Teleporter token, the Teleporter token they teleported from is flipped to its inactive side.

Scenario End Conditions

You succeed the scenario when you are told to read a scenario success outcome.

You fail the scenario if the timer reaches its target number or all Heroes are exhausted. In this case read Outcome 3: Fail Forward.

In either case, read the relevant outcome and the conclusion on page 92.

32 The Beacon of Doom

You enter the circular building above the Vault of Time and, using ropes, climb down through the hole in the ground. You have already figured out how to put one Orb of Power into a receptacle, and expect no difficulty in placing the other two to corrupt it.

The floor of the vault is carved with eight large runes, all of which are burning with azure light.

The Orb of Aox you carry glows crimson and vibrates in the presence of so much Aiun. As soon as your feet touch the ground, the empty eyes of the stone heads start to glow, and you sense Aiun is angry.

"You have corrupted the Beacon of Hope. You have sacrificed living things to the power of Aox. You have veered from the light. Now you must die."

Beams of Aiun energy shoot straight at you from the heads' eyes. You just manage to dodge their magical attacks, this time.

In the middle of the room, surrounding the strange time portal, are the receptacles you must open. But to open them, you must destroy the stone heads.

Additional Setup

Reveal 3.

Use a 6-Enemy side up Enemy board for the Stone Head Enemies. They are numbered 1 to 4.

Place 8 double-sided Runic Plates active side up on the Scenario map each covering the matching symbol shown.

Place a blue Teleporter token inactive side up on each teleporter symbol on the map..

Reveal Story card A and place a A token on it.

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When it reaches 35, you fail the scenario.

STONE HEADS

The 4 Stone Heads on the Scenario map are Enemies and are considered to be in the area they are shown adjacent to.. They do not have a figure. The Enemy number and initiative for each Stone Head is shown in the diagram.

Stone Heads are immune to all conditions. Each time a Stone Head is defeated, place a A token on Story card A and a X token on the defeated stone head.

AIUN ATTACK PATTERNS

If you have "Aiun Attack Patterns" in your Party Journal, reduce the damage of each Stone Head attack by 2.

UNSTABLE RUNIC PLATES

Starting in the third round (2 Heroes), second round (3 Heroes), or first round (4 Heroes), when the Fate card is revealed at the end of the round, flip a Runic Plate on its active side to its inactive side. The Runic Plate flipped is the one in the area on the Scenario map containing an arrow matching the direction arrow on that Fate card. If that Runic Plate is already inactive side up, the Runic Plate flipped is the next one in clockwise order that is active side up.

A Hero in the same area as an inactive side up Runic Plate may spend 1 ○ to try to flip it:

5 (if the Runic Plate opposite this one is active side up +1 ◆)

Success: Flip the Runic Plate to its active side.

Whether you succeed or fail, you may try to flip the same or a different Runic Plate again this turn. The amount of ○ you must spend increases by 1 for each previous try you have had this turn.

TENTACLES

An area containing contains tentacles. Each time an Ally enters an area containing tentacles:

? 0-3 ◆ » Gain 4-5 ◆ » Gain 6 or more ◆ » No effect

TELEPORTERS

A Hero in the same area as a blue Teleporter token may spend 3 ○ to flip it from its inactive side to its active side.

Whenever a Hero spends a movement point to teleport from one blue Teleporter token to another blue Teleporter token, the Teleporter token they teleported from is flipped to its inactive side.

Scenario End Conditions

You succeed the scenario when you are told to read a scenario success outcome.

You fail the scenario if the timer reaches 35 or all Heroes are exhausted.

In either case, read the relevant outcome (scenario success or fail forward) on page 93 of this book.

33 The Cursed Sepulcher

This is the tomb of Dastro Gramask! Legend has it his mad son Hyperion and Hyperion's mother, Urania, were buried alive in this same sepulcher just before it was sealed.

As you start to descend the steps, you see that in the center of the room is a stone sarcophagus, behind which is a large harp. Carved deeply into the floor of the sepulcher are two constellations: The Guivren and Mazurah the Snake. Littering the floor are dark crystals.

As your eyes scan the room, a faint glow, barely noticeable at first, starts to brighten until before you stands a glowing apparition of a Benemite magus wearing a quothian robe. He reeks of death magic and has an air of melancholy about him. He speaks with a melodic voice.

"Heaven protect and welcome to my... current place of residence. I am Lord Hyperion, the magus of House Gramask, son of Dastro the Liberator. For centuries have I lain here in silence. Horrible silence. The silence of the grave. Ha ha! Not that I am alone, but my family never really understood magic, the goddesses, demons, nor the power of death, and least of all, music. I hope you are different. Now tell me, why have you come?"

You tell the apparition that you need a black egg.

"It was buried with me," he explains, "I am disinclined to give it away."

"But I am always happy to help those I would call my friends," he adds, cryptically.

"Unlike the various revenants that haunt this place, who just mean you harm."

With more than a little apprehension at this clearly erratic individual, you continue to descend the steps.

Additional Setup

Place the Cursed Sepulcher map in the middle of the table.

Reveal 1.

Reveal Story card '●' and place it "Lord Hyperion (Ally)" side up. Place a ◎ token on it.

Spawn Lord Hyperion in the area below G.

Place the Harp standee in E.

Additional Scenario Rules

SCENARIO TIMER

Start a timer at the start of this scenario. When it reaches 13 (for 2 Heroes), 11 (for 3 Heroes), or 10 (for 4 Heroes), reset the timer and perform the relevant effect below:

The first time it reaches its target number » 539

The second time it reaches its target number » 783

The third time it reaches its target number » 567

LORD HYPERION

Lord Hyperion takes up no capacity in an area.

Lord Hyperion is either an Ally or Enemy depending on which side of Story card '●' is face up. In either case, he may not be attacked or affected in any way.

A Hero in the same area as Lord Hyperion may discard a Blood Crystal token to place 2 ◎ tokens on Story card '●'.

THE HARP

The Harp standee takes up 1 capacity in an area.

A Hero in the same area as the harp may try to push it:

4 **Success:** Move the Harp standee into an adjacent area that is not at maximum capacity. You may attempt this check again this turn.

A Hero in an area that is not at maximum capacity and is adjacent to the area containing the harp may try to pull it:

4 **Success:** Move the Harp standee into the same area as the Hero. You may attempt this check again this turn.

A Hero in the same area as the harp may try to play it:

4 ("Harpist" +2 ◇) Use whichever ability is lower for this check.
Success: If Lord Hyperion is within 2 of the harp, place a ◎ token on Story card '●'.

DEFEATING A REVENANT

Each time a Revenant is defeated, lay its figure down in the closest area containing an open sarcophagus that doesn't have a laid down Revenant figure in it.

While it is in this area, it may not be attacked or affected in any way and its provoke ability is ignored.

At the end of each round, place a ◎ token on the Revenant's Enemy number on its Enemy board. Then, if there are 2 or more ◎ tokens on its Enemy number, remove all the tokens on that number and spawn the Revenant within 1 of the area it is laid down in.

✳ GHOST LICHEN

An area containing ✳ contains ghost lichen.

A Hero in the same area as ghost lichen may try to harvest it:

5 (Herbalism +2 ◇)
Success: Gain a Ghost Lichen token. Place a ✕ token on the ✳ on the map. That area no longer contains ghost lichen.

Scenario End Conditions

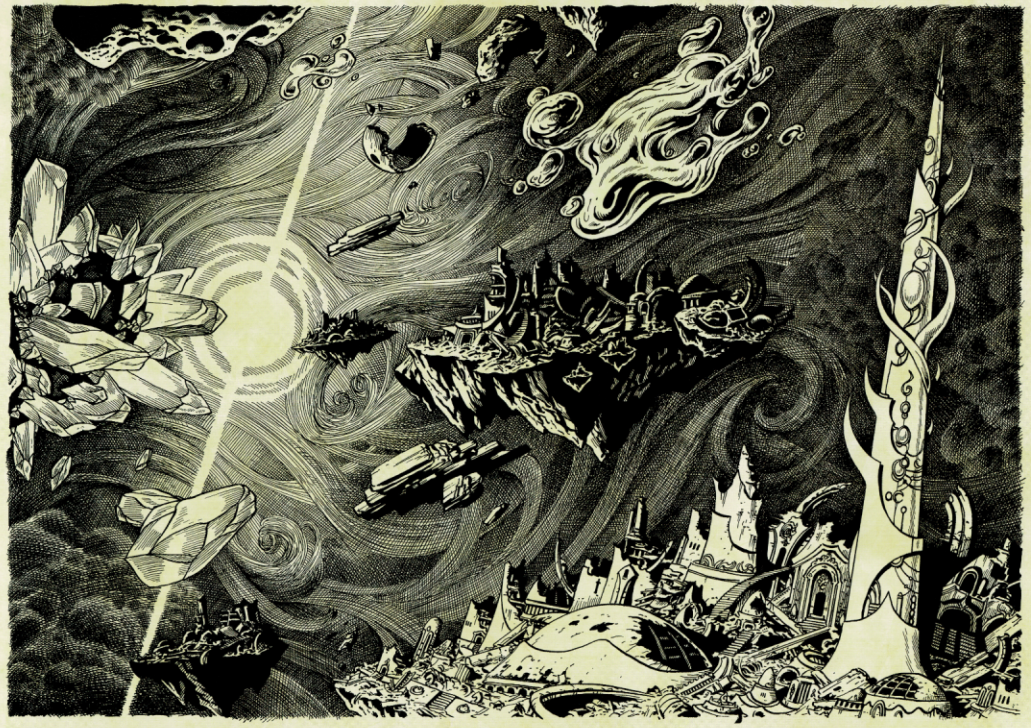
You successfully complete the scenario when a Story card tells you to read Outcome 1: Scenario Success. The scenario ends immediately.

You fail the scenario if all Heroes are exhausted. In this case read Outcome 2: Fail Forward.

You also fail the scenario if a Story card tells you to read a different Fail Forward outcome.

In either case, read the relevant outcome and the Conclusion on page 94 of this book.

Vision of Another World



We have experimented with the captive serupod for a while now. It tries to dominate us telepathically, but it is to no avail. We have brought in psionic protection measures from Sinkerton and allow only one of us at a time to experiment with the visions.

Today was my turn. I am securely strapped in the chair in the same chamber that the serupod is chained up in. Then my helmet is removed and I can sense its mental tentacles prodding at my mind. It is a tingling feeling at first, but then I blink my eyes and am no longer in the Tower of the White Circle.

The deluge of sensations is nauseating at first, with strange smells, sounds, lights, and magics. Even the temperature and my balance seem wrong. It is like being sea-sick in several directions at once.

Slowly my senses get used to this strange, nightmarish realm and I begin to understand I am, in fact, floating in something, like a vespir riding a current of air.

The reek of Aox is everywhere, but even that has its nuances. In some places it is very strong, in others it is more mellow, or even mixed with ferox or agur. There is no trace of Aiun magic here, as I expected.

Others have seen brief glances of a ruined city floating in the Breach so I go in search of it. After a while I see it, cut in half, but otherwise more or less undamaged. With all these palaces, temples, streets, and plazas, it must have once housed tens of thousands of people.

One particular spire reminds me of something. Like an echo or a memory of a place I know. As I approach it, I hear a screeching sound emanating from it, and then it hits me! It is like a twisted twin of Skyrender!

I get the distinct feeling that this was once something pure and healthy, with walls originally erected with Aiun magic, but then destroyed by Aox. Long ago, I came across ages-old writings hinting that the Breach could be purified by activating some structures of the Ancients. Eons ago, this realm must have been very different.

The vision begins to fade and I am pulled back to Agemonia. The other warlocks have placed the protective helmet on my head and are releasing my straps. One day we will launch an expedition into the Breach and then all these questions will be answered.

34 Keepers of the Breach

Prince Walon Yorel meets you on board his airship, the Moonsilver, hovering over the fields to the south of Mossport. His formerly black mane and beard reflect the name of his vessel, having turned gray here and there. He gives final orders to his cosmographers, priestesses, and generals, and then walks with you to his cabin.

He is not wearing the lush robes of a ruler, but battle-worn armor over a simple green tunic. A perpetually concerned look is upon his brow as he watches over the destruction of his city below and the evacuation of its citizens.

"For some time have I known of your coming," he tells you when you are alone. "House Yorel not only rules over the island realm of Mossport, we are also custodians of a great secret. You see, long ago sages and warriors from all peoples formed a secret group to protect Agemonia from an evil power called Aox. That group set its headquarters here in Mossport where a great monolith of the Ancients already stood guarding this realm. While the rest of the world has forgotten the Keepers of the Breach, House Yorel remembers. Aiun has given me a vision saying your destiny is connected to the Keepers of the Breach and that the fate of Agemonia lies in your hands."

You recognize that Prince Walon's words echo the ones spoken to you by Aiun and realize you can trust him.

Through the cabin window you can see war machines are pummeling the city with huge boulders. The outer walls are already breached and some of the buildings have collapsed. Pennark ships and airships are approaching the city. On the other side of the island, the Pennark fleet has anchored. More and more soldiers, knights, redskulls, and monsters are being unloaded and marched towards the city gates.

"My son, Star Dramion Yorel, holds the secrets of the Mossport Monolith and he is the key to unlocking its full power. Please save him and any citizens still trapped in the city. And once you have done that, help us repel the Pennark attack. If they take control of the monolith, the time of the Keepers is at an end. May Lanimora protect you."

"Sided with the Sable Crown" and "Sable Crown Victorious" in your Party Journal » 173
"Sided with the Shroud" and "Shroud Victorious" in your Party Journal » 435

Additional Setup for 34

Place the two Keepers of the Breach maps next to each other in the middle of the table.

Reveal cards 1 and 2.

Spawn a Redskull Legionnaire for each ○ on the map. For each, use the Enemy figure with the number shown instead of choosing a random Enemy figure.

Spawn a Doom Knight at □ on the map using Doom Knight figure #1.

Place a ■ token for each ■ on the map.

Place all 4 blue Teleporter tokens next to the Scenario map.

Additional Setup and Scenario Rules

See right for more additional setup and additional scenario rules.

Scenario End Conditions for 34

You will be told the scenario end conditions later in the scenario. For now, try to locate and save as many citizens as you can.

If you successfully complete the scenario, read Outcome 1: Scenario Success on page 95.

If you fail the scenario, read Outcome 2: Fail Forward on page 96.

Additional Setup for 34 and 35

BOULDER DECK

Shuffle the 5 Boulder cards from the Story deck face down and place 3 of them next to the Scenario map to form the Boulder deck. Remove the remaining 2 Boulder cards from play without looking at the other side of them.

If you have "The Future of Mossport" in your Party Journal, cross it out, reveal the topmost Boulder card in the Boulder deck, and place it back on top of the Bulder deck, face up.

Additional Scenario Rules for 34 and 35

SCENARIO TIMER

Start a timer at the start of this scenario.

The first three times the timer reaches 15 (for 2 Heroes), 13 (for 3 Heroes), or 12 (for 4 Heroes):

- Reveal and resolve the top card of the Boulder deck.
- Spawn all defeated Enemies using the diagram shown in the additional setup.
- Reset the timer.

When the timer reaches its target number for the fourth time:

If you are playing scenario 34 » 040

If you are playing scenario 35 » 182

BOULDER CARDS

Each time you reveal and resolve the top card of the Boulder deck it is overlaid on the Scenario map.

Each Ally that was in the area that now contains most of the boulder:

6

Each other Ally that is now in an area adjacent to the boulder:

3

Each Enemy that was in the area that now contains most of the boulder suffers 4 damage.

Each other Enemy that is now in an area adjacent to the boulder suffers 2 damage.

MOVING UNDER ⓕ

Allies and Enemies may move from the area to the left of ⓕ to the area to the right of ⓕ and vice versa. These two areas are considered to be adjacent to each other and have line of sight to each other.

* BEAST SPECIAL MOVEMENT (SCENARIO 34 ONLY)

Beast Enemies always move towards ⓗ. They attack if able using the normal targeting rules.

NARROW AREAS ON OVERLAY CARDS

An Ally may only move into a narrow area by spending a movement point to perform the active agility check shown.

Succeed » Move into the area.

Fail: Do not move into the area.

In either case you may spend a movement point to try again this turn.

An Enemy may spend 2 movement points to move into a narrow area. Count the 2 movement points spent to do this when determining the closest area that Enemy may attack from.

CITIZEN CARDS

Some Story cards will instruct you to reveal numbered Citizen cards from the Story deck. When you reveal a Citizen card, make sure it is placed with the side showing the scenario you are playing face up.

Each Citizen card shows a Story Point or a symbol. This determines the area that any ranges on the Citizen card are measured from.

Resolved pile

Each Citizen card shows one or more ways in which it may be placed in the Resolved pile. Some Citizen cards may be Enemies. When you defeat an Enemy Citizen card, place it in the Resolved pile. Some Story cards may also be placed in the Resolved pile. You will gain a reward later in the scenario for each card in the Resolved pile.

COMBINED ABILITY CHECKS

Some Story cards in this scenario show combined Ability checks.

For example: + 13

When performing a combined ability check, add together your levels in the abilities shown to determine the number of Action dice you should roll. If there is another Ally in the same area as your Hero, you may use their level in one of those abilities instead of your own. You must always use at least one of your ability levels.

DOORS

There are various places on the map showing a dashed white line in the middle of a solid barrier. These lines represent doors. If there is a Square token covering the white line, the door is closed and counts as a solid barrier. If there is no Square token covering the white line, the door is open, and Allies and Enemies may move over the white line as normal.

An Ally or Enemy may spend 1 movement point to open or close a door that borders the area they are in, discarding or placing a Square token as appropriate. Note that Enemies will only open doors, and only if it allows them to move closer to the closest area they can attack from (count the movement point spent to open the door when determining the closest area).

35 The Fall of the Keepers

You join Amon Pennark on the deck of his flagship to observe the bombardment of Mossport. Great war machines mounted on other ships catapult boulders towards the city. Monsters and soldiers have already breached the gates on the other side.

Many layers of walls protect the city, which was once the capital of the Keepers of the Breach. In the central tier stands an obelisk, a great monument of the Keepers. That is the true reason for the attack.

"We need to corrupt the Mossport Monolith," growls Amon Pennark, his half-demon form terrible to behold. "But there is an Aiun stone head somewhere in the city, which protects it. Find it and do what you must to make it co-operate. If you find Star Dramion Yorel, bring him to me. He is custodian of the secrets of the Monolith and the key to controlling it. If you see any other survivors, slaughter them. After this, power overwhelming will be ours."

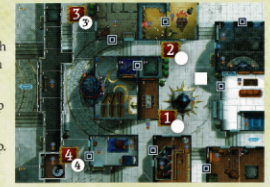
Huge rocks fly toward the city walls, its temples, and its towers, collapsing them. Fires burn and faint cries of desperation can be heard even over the sound of battle. And yet something in the city still protects this final obstacle on your path to power.

"Sided with the Sable Crown" and "Sable Crown Victorious" in your Party Journal » 173
"Sided with the Shroud" and "Shroud Victorious" in your Party Journal » 435

Additional Setup for 35

Place the two Fall of the Keepers maps next to each other in the middle of the table.

Reveal cards 7 and 8.



Spawn a Watchman for each ○ on the map. For each, use the Enemy figure with the number shown instead of choosing a random Enemy figure.

Spawn a Circle Warlock at □ on the map using Circle Warlock figure #1.

Place a ■ token for each ■ on the map.

Place all 4 blue Teleporter tokens next to the Scenario map.

Additional Setup and Scenario Rules

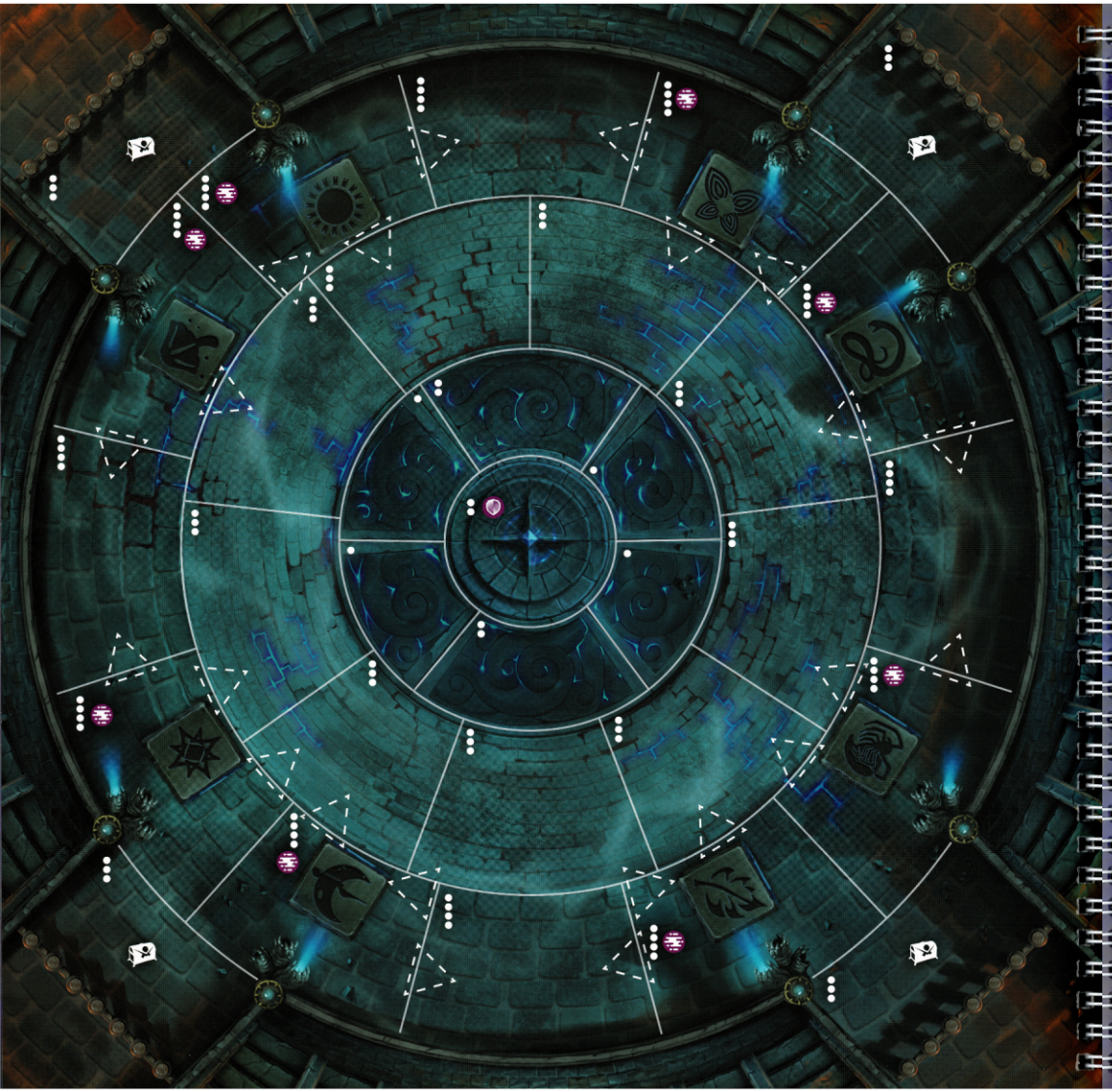
See left for more additional setup and additional scenario rules.

Scenario End Conditions for 35

You will be told the scenario end conditions later in the scenario. For now, try to destroy the stone head and resolve as many Citizen cards as you can.

If you successfully complete the scenario, read Outcome 1: Scenario Success on page 96.

If you fail the scenario, read Outcome 2: Fail Forward on page 97.



36 The Five-Maw

A five-headed benaethid is a foe to be taken seriously, but you show no fear as you enter the arena. However, when you see it, you realize this benaethid is different to others you have encountered. It has pallid skin and there is an aura of Aox surrounding it. Its heads seem to turn away from the magical lamps that are lighting the arena.

***Jangam**: "Five heads, Nebulon. At least one of them's going hungry tonight."*

***Nebulon**: "They all lead to the same belly, Jangam."*

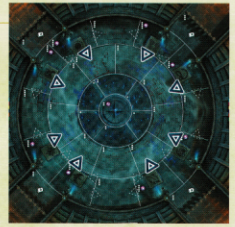
***Jangam**: "I feel hunger in my neck, Nebulon!"*

***Nebulon**: "Good job you're not a benaethid then."*

***Jangam**: "I hear that every time one of their heads grows back, it's just a little bit dumber than the one before."*

***Nebulon**: "I refer you to my previous comment!"*

If there is a Stop sticker on the House Pennark Reputation track and you do not have "Lock-in" crossed out in your Party Journal » 831



Additional Setup

Reveal Arena card 8.

Spawn Five-Maw in the the area containing using a benaethid figure.

Place Counter dice on the Enemy board to show the starting health of 5 Five-Maw Head Enemies (using Enemy numbers 1 to 5).

Place a token on each of these Enemy numbers.

Place the 8 double-sided runic plates (butterfly, leaf, moon, mushroom, snake, spider, star, and sun) inactive side up on the matching symbol on the Scenario map.

Flip the butterfly, spider, moon, and mushroom runic plates active side up.

Place 8 tokens on the map as shown.

Each player places their Hero miniature in a different area containing a .

Additional Scenario Rules

FIVE-MAW

Five-Maw begins the scenario with 5 Heads. Each Head is considered to be in the same area as Five-Maw's figure. The Five-Maw is large.

Each area attack an Ally performs may only affect one Head.

Each Ally may only suffer Provoke damage from the Five-Maw once during that Ally's turn.

Each time a Head is defeated, if there is a token on its Enemy number, place that token in a scoring pile.

A Head's Turn

The Head Enemies have different initiative colors. Head 1 has , Heads 2 and 3 have , and Heads 4 and 5 have .

Five-Maw may Move 1 during each Head's turn unless that Head is disabled. If there are any Allies that have not been damaged by a Head's attack this round, Five-Maw will move towards the closest, even if that movement means there are no Allies within range of the current Head's attack.

If a Head can attack an Ally that has not been damaged by a Head's attack this round, it will. Otherwise it will attack the closest Ally if possible.

In all cases use Taunt value to break ties.

Disabled Head

If a Head has 4 or fewer health, Five-Maw does not move during that Head's turn and that Head does not attack.

Regenerate

At the end of each Head's turn, it 1/, even if it has been defeated. A Head with 1 or more health is no longer defeated.

If a Head without a token on its Enemy number is healed to its starting health, place a token on its Enemy number.

MAGICAL LAMPS

Each area containing a contains a magical lamp.

If there is an active-side-up runic plate in that area, the magical lamp is lit and it lights the area it is in.

The token on the triangular space in that area points to the adjacent area that the lamp is pointing at. If the lamp is lit, it will also light that adjacent area.

Aiming a Magical Lamp

A Hero in an area containing a magical lamp may:

Spend 1 » Move the token to a different triangular space in that area.

Magical Lamp Attack Modifier

Each time an Ally attacks a Head, modify the attack's damage according to how many magical lamps light the area that Five-Maw is in:

0: -3 1: No change 2: +3

Each time a Head is defeated, all magical lamps that light the area that Five-Maw is in become unlit; flip each corresponding runic plate to its inactive side.

RUNIC PLATES

Each runic plate counts as an item with 0. A Hero must spend 1 to pick up an inactive-side-up runic plate. Active-side-up runic plates may not be picked up or moved in any way. A Hero may not carry more runic plates than their Might.

If a Hero is carrying a runic plate in the area containing, immediately place that runic plate active side up on the matching symbol on the Scenario map; the magical lamp in that area is now lit.

HEALING AURA

Each time an Ally ends their turn in the area containing , they /5.

STORY BOOK ENTRIES

If the condition is met, read the corresponding Story Book entry.

The first time a lamp is lit » 596

The first time all Heroes take damage from Head attacks in the same round » 797

When the 5th token is added to your scoring pile » 785

If all 5 Heads are disabled or defeated and there are 11 or more Fate cards in the Fate discard pile » 845

Scenario End Conditions

If there is a Stop sticker on the House Pennark Reputation track, the scenario ends when you are told it ends. Otherwise, the scenario ends after when the 10th Fate card is discarded.

The scenario also ends if all Heroes are exhausted. In this case, you score 0 victory points.

In all cases, read the conclusion on page 97.

3 The Secrets of the Ancients

Outcome 1: Scenario Success

You manage to redirect and shut down the clashing magical energies. The magical lightning is grounded and dissipates. The rumbling turns into a whisper and then dies out. In the vault's central chamber Shantor lies, barely breathing, as the magical bubble surrounding her vanishes.

She breathes heavily, as she turns to speak to you.

"I may well be the last Keeper of the Breach left. You must now fulfill my quest. Here, use this key to access Skyrender in Runedale. It is one of the beacons you must light to prevent Aox from entering Agemonia from the Breach." You see she is in pain and exhausted, but still manages to conjure a weary smile. "I hope to see you again, Keepers."

She seems to have one last ounce of magic left, as the world turns around her, and her body disappears, leaving only her empty robes behind. You have a tingling sensation suggesting she is not dead, but gone to a different place.

You have barely picked up the ancient key your newfound mentor left behind when something even stranger happens. The big stone head carved in the wall comes alive. Its ice-blue eyes stare at you and its voice booms low, but it is not menacing. Rather, you feel comforted by its presence.

"The fate of Agemonia now lies in your hands," it declares. "Each one of you has the power to make a difference, but also a chance to veer away from the light. Your destinies are unwritten, but they will be intertwined. The choices you make, individually and together, will determine the fate of all."

You realize this is not just a statue which speaks, this is the voice of Aiun, the good energy that opposes Aox and the demons. Its voice no longer booms in the chamber, but is now heard inside your heads, all of you experiencing a different vision.

Gain Scenario card 6 "The Vault of the Ancients".
Each player takes the Hero book for their Hero and reads their vision on page 2.

Outcome 2: Fail Forward

The hill has been humming and shaking all along, but now the sound turns thunderous and the vibrations into an earthquake. The two magics, Aox and Aiun, are clashing, feeding into each other in a vicious cycle, and you were not fast enough or strong enough to stop them.

You run back to the road for cover as the inner vault explodes. Rocks and dirt fly out from the hole on top of the hill. Magical pollution blows from every doorway and opening, covering the entire ruin with sparkles and mist.

Then everything goes quiet.

You are drawn through the rubble towards the central chamber where Shantor Three-Birds, your friend and newfound mentor, is buried under the rocks. Next to her lies an ancient key, which you pick up.

As you touch it, the enormous stone head comes alive.

Its ice-blue eyes stare at you and its voice booms low, but it is not menacing. Rather, you feel comforted by seeing it.

"The key will open Skyrender in Runedale. The fate of Agemonia now lies in your hands," it declares. "Each one of you has the power to make a difference, but also a chance to veer away from Aiun. Your destinies are unwritten, but they will be intertwined. The choices you make, individually and together, will determine the fate of all."

You realize this is not just a statue which speaks, this is the voice of Aiun, the good energy that opposes Aox and the demons. Its voice no longer sounds in the vault, but is now heard inside your heads, all of you experiencing a different vision.

Gain Scenario card 6 "The Vault of the Ancients".
Write "Mutated Land" into your Party Journal.
Each player takes the Hero book for their Hero and reads their vision on page 2.

Conclusion

If your Hero gained the "Togrel Whisperer" Story card in tutorial 1, write "Togrel Whisperer" in your Hero Journal and remove that card from play.
If you have "Scrolls Saved" in your Party Journal, cross it out.
Remove all Runic Plate tokens from play.

If you have "Birdie Saved" in your Party Journal:
You have managed to protect Shantor's enchanted wagon Birdie and her togrel Legionary. Both have been waiting in a safe place by the road, and while they are physically unharmed, you can sense Legionary is distressed. Perhaps it sensed the loss of its mistress. You calm it down, and help it draw Birdie towards Runedale.

Otherwise, if you have "Legionary Saved" in your Party Journal:
The destructive magic has destroyed Shantor's enchanted wagon Birdie. Her togrel Legionary whimpers next to the wreckage. The beast's fur is slightly scorched, but otherwise it seems none the worse for wear. You calm it, and take it along to Runedale where it will perhaps meet others of its kind.

Achievements

Name	Type	Condition
Explorers	Group	Story cards 'H', 'U' and 'I' have been drawn.
Pacifists	Group	No Enemies were defeated.
Demon Slayers	Group	All spawned Aox Enemies were defeated.
Treasure Hoarders	Group	You have 1 or more Agura Crystal tokens and didn't discard any during the scenario.
Giant Killer	Individual	The Hive Mother was defeated, and your Hero dealt the final damage to her.
Bullheaded	Individual	Your Hero attempted the reactive Might check on Story card 'W'.
All For One and One For All	Individual	Your Hero took the ceremonial spear off the wall, but another Hero ended the scenario with it.
Pacing Yourself	Individual	Finish the scenario unwounded, and with a total 3 or fewer spent stamina and damage.

Epilog

You turn your backs on the ruins and the vault of the ancients, and continue on your way to Runedale. Each of you is silently pondering Shantor's fate, and the strange vision you beheld, wondering whether to share it with the others, or to keep it to yourselves.

The sun sets to your left, painting the sky with brushstrokes of cyan and rose. In the horizon you see the smoke rising from Runedale's chimneys.

As you keep traveling, one thing is clear to all of you: The fate of Agemonia lies in your hands!

4 Twilight Watch

Outcome 1: Scenario Success

As the clocks of the city strike midnight, Caillon returns with his crew. They find the corpses of the Shroud gangsters on the floor, and realize you got more than you bargained for.

As the others load the bodies and crates to their wagons, Caillon approaches you.

"Thank the stars you're alright! Had I known the Shroud would attack, I wouldn't have left you alone. But it looks like you held your own."

You confront him about being an outlaw, a traitor to the Republic, and a pagan.

"Aye, we've been called all those names. Although we in the Sable Crown prefer to think of ourselves as friends of the Republic and her people. The true traitors are the lecherous magus nobility who oppress the common folk."

As the outlaws leave with the stolen goods you guarded, Caillon pays you for trouble. "I might have another job for you later on, if you'll work with the likes of us. I'll see you at the Guivren. Heaven protect."

You leave the warehouse and walk back through the shantytown of the Northgate District, wondering what new mess you have got yourselves into.

Each Hero gains 5 .
Gain +1 Reputation with the Sable Crown.

Outcome 2: Fail Forward

As the clocks of the city strike midnight, Caillon returns with his crew to drive off the Shroud gangsters. You are wounded and beaten, and the warehouse near empty.

"Thank the stars you live!" Caillon says. "Had I known the Shroud would attack, I wouldn't have left you alone. Looks like you got more than you bargained for."

You confront him about being an outlaw, a traitor to the Republic, and a pagan.

"Aye, we've been called all those names. Although we in the Sable Crown prefer to think of ourselves as friends of the Republic and her people. The true traitors are the lecherous magus nobility who oppress the common folk."

As the outlaws leave, Caillon pays you for trouble. "I might have another job for you later on, if you'll work with the likes of us. I'll see you at the Guivren. Heaven protect."

You leave the warehouse and limp back through the shantytown of the Northgate District, wondering what new mess you have got yourselves into.

Each Hero gains 1 .

Conclusion

If any Hero has the Moncoon Story card below their Hero board. » 119
If you have 'Mysterious Box' in your Party Journal. » 287
If you tamed the vespir (see Story card B) and it was not defeated. » 346

Achievements

Name	Type	Condition
Explorers	Group	All Story cards have been revealed.
Plunderers	Group	All Gramask crates have been opened.
Respectful	Group	No Gramask crates have been opened.
Short Work	Group	You defeated all Enemies at least one full round before the scenario ended.
Cut the Head off the Snake	Individual	An Elite Enemy was defeated and your Hero dealt the final damage to it.
Beast Tamer	Individual	Your Hero succeeded at the Will check on Story card B.
Lucky Break	Individual	Your Hero fully succeeded on 1 or more checks on a Trap card (and so avoided suffering any damage, losing stamina, or gaining a condition from that Trap card).

5 The Cave of Happiness

Outcome 1: Scenario Success

You exit the cave and draw a breath of fresh air. It is a mournful feeling to be out of that lovely cavern, but something tells you it would not have been a good idea to stay there for too long.

As you journey back to Runedale, carefully protecting the nightfingers you have picked, strange images and emotions linger in your memory until they become as distant as childhood dreams.

In town you find Tan Gunagill at Anglers' Pier. His shadowy pet yaps at you as you approach him.

"Oh, it's you! Mazog here didn't expect to see you again. But I knew you had the liver for it. I hope you didn't breathe too much of the mushroom fumes. Did you get the nightfingers?"

You give him the dark purple mushrooms which he carefully inspects.

"Not bad for your first time. Unfortunately the price of nightfingers has gone down recently, and I've had some unforeseen expenses, but I'll pay you what I owe you. Here."

"I might have another job for you later on. I'll see you around."

NIGHTFINGER MUSHROOMS

Each nightfinger mushroom dropped in the area containing has been successfully gathered. Additionally, each nightfinger mushroom carried by a Hero has been successfully gathered if both:

- The Hero is not exhausted, and
- The Hero is not in an area containing a *(the fungal spores spoil the nightfingers)*

Gain 1 for each successfully gathered nightfinger mushroom, and split them amongst your Heroes as you choose.
Gain +1 Reputation with The Shroud.

Outcome 2: Fail Forward

You exit the cave and draw a breath of fresh air. You would like to go back, but you know it is not a good idea.

You journey back to Runedale empty-handed, longing for the pleasant feeling in the cavern. Strange images and emotions linger in your memory until they become as distant as childhood dreams.

At times you feel like going back there, just to breathe in those sweet fumes again, but you force yourselves to keep going.

Once back in town, you go and look for Tan Gunagil in Anglers' Pier, but the flamboyant pattangan is nowhere to be found. You were expecting to explain your failure to him, but at least you will not have to do that.

Looks like you won't be working for him again any time soon.

Conclusion

If any Hero has the Large Idol token below their Hero board. » 113
If you have any old coins, gain 2 for each token below your Hero board and then discard those tokens.

Achievements

Name	Type	Condition
Explorers	Group	Story cards C, G, and K have been revealed.
Pacifists	Group	No Enemies were defeated.
Slayers	Group	All spawned Enemies were defeated.
Not Mushroom for Anything Else	Group	Successfully gather all 20 nightfinger mushrooms.
He Slimed Me	Individual	Your Hero flipped Story card C.
Mushroom Picker	Individual	Your Hero successfully picked two Snakeroot Mushrooms (see Story card F).
Gric Friend	Individual	A friendly gric delivered at least 3 Nightfinger Mushroom for you (see Story card J).

6 The Vault of the Ancients

Outcome 1: Scenario Success

As you place the orb, the eyes of the stone heads begin to radiate a blue light.

They speak in unison, their voices booming and echoing in the hemispheric chamber.

"You must light the beacon to protect all living things from the corrupting power of Aox. You have placed an Orb of Aiun, light, into its receptacle, but two more Orbs of Power are needed, two hidden orbs. The secrets of the Orbs of Agur, magic, are held by the gem cutters. The knowledge of the Orbs of Ferox, nature, is known by the wisest of the warlocks. But an Orb of Aox, darkness, you must not seek, for they are things of evil. The fate of Agemonia is in your hands."

After that, they fall silent, and the light in their eyes dies out. The teleporters switch off, drained of their power. You also feel drained, but happy, and slowly make your way out of Skyrender, its door shutting behind you. Fortunately, you still have the key.

It is still day outside and the sun is shining. The tower shrieks again, but this time with a slightly different pitch.

Gain +1 Reputation with the Keepers of the Breach.
Gain Scenario card 15 "Beacon of Hope".

Outcome 2: Fail Forward

You are floating in a sea of light. A stone head, much bigger than any you have seen, speaks, and you hear the voice inside your mind.

"You must light the beacon to protect all living things from the corrupting power of Aox. Three Orbs of Power are needed. You have failed to place the Orb of Aiun, light, into its receptacle. The other two are hidden. The secrets of the Orbs of Agur, magic, are held by the gem cutters. The knowledge of the Orbs of Ferox, nature, is known by the wisest of the warlocks. But an Orb of Aox, darkness, you must not seek, for they are things of evil. The fate of Agemonia is in your hands."

After that, the head floats out of view, and the light grows brighter and brighter. So bright that you open your eyes and discover you are lying on the floor just inside the entrance to the tower. Your equipment is strewn around you, but there is no sign of any Orb of Power.

You feel sore and drained as you limp out of Skyrender, its door shutting behind you. Of course, you still have the key.

It is still day outside and the sun is shining. The tower still shrieks as if you had not achieved anything today.

If you have the Orb of Aiun Item card, discard it.
Gain Scenario card 15 "Beacon of Hope".

Achievements

Name	Type	Condition
Puzzlers	Group	You placed the orb in the correct receptacle first time.
Returning Revenant	Group	You defeated the Revenant at least three times.
Full power	Group	All 3 teleporters were active at the same time.
Sure Footed	Individual	You had no failures and at least one success on the agility check on Story card C.
Illuminating	Individual	You read the inscriptions (see Story card E) or the graffiti (see Story card G) without spending a maneuver.

7 Tremors of Barricade Isle

Outcome 1: Scenario Success

Just when you're sure that the ceiling will collapse and crush you, the orb in the statue's hand glows blue and the tremors subside.

"Magnificent!" she chimes approvingly, "A new Master rises to harness the power of the Lost Ones! In time, all of Agemonia will be yours."

You return to Runedale and the Temple of the Fifth Eye and meet your employer, Silma, to tell her your tale.

"Ancients be praised, you managed to quell the tremors! You have shown yourselves to be true friends of the Cult. You will be rewarded in the afterlife, but allow me to also reward you in this one!"

Gain +1 Reputation with the Cult of the Fifth Eye.
Gain Item cards 043 "Scroll of Stamina" and 044 "Scroll of Healing".

Outcome 2: Fail Forward

You run for your lives as blocks of marble crash down from above.

Later, from the safety of a distant hillock, you crouch, gasping for air, and watch helplessly as the ancient gatehouse is swallowed by the earth.

Dismayed, you return to Runedale and the Temple of the Fifth Eye and tell High Priestess Silma your tale.

"The knowledge you have brought is valuable even though many remnants of the ancients were lost on the island. The ancients were not with you this time, but I am sure you did the best you could and showed yourselves to be true friends of the Cult. This is for your troubles."

Gain Item card 043 "Scroll of Stamina".

Achievements

Name	Type	Condition
Explorers	Group	Story cards B, G, and L have been revealed.
Quick Work	Group	You succeeded the scenario before the third collapse.
Gas Mask	Individual	A Blightcap token protected your Hero from Togsbane Gas.
Stabilizer	Individual	You used the device (see Story card N) to delay the next collapse.

8 The Pillar of Blade Thicket

Outcome 1: Scenario Success

You place the runes in the way outlined in the old parchment, and manage to operate the device. In the middle of the magic circles is the Breach portal, which now starts to diminish.

A powerful wind blows into the portal, crushing Graznak and what is left of the demons into claws and entrails. The remains are swept back through the portal.

"One day I will create
my iron dominion.
Who will I decimate?
Who will be my minion?"

The final words of Graznak are little more than whispers in the wind, but they echo in your head. The orb of power falls to the ground and you pick it up. Just then you realize the horrible cloud of decay is still there, and it is spreading. You must escape before it engulfs you!

Gain item cards 075 "Aox Scimitar" and 141 "Orb of Agur".

Outcome 2: Scenario Success

Graznak looks satisfied and devious.

"One day I will create
my iron dominion.
Who will I decimate?
Who will be my minion?"

He hands you the orb of power, which is heavier than you imagined, clearly full of immense magic. Graznak turns into mist and flies off, leaving behind a foul-smelling cloud.

You feel a magical sensation from behind you, and the wind dies down. The portal is closed!

Just then you realize the horrible cloud of decay is still there, and it is spreading. You must escape before it engulfs you!

Gain item card 141 "Orb of Agur".
Each Hero gains a Blood Crystal token.
Write "Fealty to Graznak" in your Party Journal.

Outcome 3: Scenario Success

The defeated Graznak's remains turn into a stinking mist, and the orb of power falls to the ground. Holding the orb, you feel a magical sensation, and the wind dies down. The portal is closed!

However, the horrible cloud of decay is still spreading, and you realize you must escape Blade Thicket before it engulfs you.

Gain item cards 075 "Aox Scimitar" and 141 "Orb of Agur".

Outcome 4: Fail Forward

The orb of power is drawn towards the portal before you manage to operate the device. There is a silence for a second, and then the orb releases its power in a blinding flash of red and blue.

Graznak laughs, and seems to feed on the emanating force, which is strong enough to shake even the tall pillar. As he is distracted, you grab the orb and make your escape.

As you run away, you see all the regular plants wither as the blade thickets and fungus start to flourish all around you.

This does not bode well.

Gain item card 141 "Orb of Agur".
Write "Portal Unclosed" in your Party Journal.
If World Event card 025 "Mutated Land" is not in the World Event deck, shuffle it in.

Outcome 5: Fail Forward

The mighty Graznak stands above you, still holding his orb of power, looking more frightening than ever.

"Failed to call me master, now you've felt my power.
Find the crimson sister of this orb of power.
In Runedale embed her, in the screaming tower.
Till then I'll tear asunder every beast and flower."

Then the strange wind picks up, and starts to tear at Graznak's flesh. He turns and screams as he is turned into wisps of blue smoke. The orb of power falls from his hand, but you manage to catch it.

A sickening cloud spreads from it before the demon's remains finally fly away with a will of their own.

You feel a magical sensation from behind you, and the wind dies down. The portal is closed!

Just then you realize the horrible cloud of decay is still there, and it is spreading. You must escape before it engulfs you!

Gain item card 141 "Orb of Agur".

Outcome 6: Fail Forward

You are defeated and exhausted, unable to stop the demonic forces at work. The huge crystal bursts and the bulky, four-armed shape of the demon Graznak emerges, holding an Orb of Power. His was the voice that you heard. He stands above you, looking frightening.

"Failed to call me master, now you've felt my power.
Find the crimson sister of this orb of power.
In Runedale embed her, in the screaming tower.
Till then I'll tear asunder every beast and flower."

Graznak laughs, and seems to feed on the emanating force, which is strong enough to shake even the tall pillar. As he is distracted, you grab the orb and make your escape. As you run away, you see all the regular plants wither as the blade thickets and fungus start to flourish all around you. This does not bode well.

Gain item card 141 "Orb of Agur".
Write "Portal Unclosed" in your Party Journal.
If World Event card 025 "Mutated Land" is not in the World Event deck, shuffle it in.

Conclusion

You return to Runedale, your clothes torn by the thorns and your minds warped by Graznak. Blooded and dirty, you walk to Cadfael Fortress where a guard, dressed in spotless purple and gray armor, stops you. Then he thinks again, and lets you through.

You go to meet the Order's Runedale leader, Hemet One-Flame. You find him in his offices with Otava Shamiel, interrogating the demon worshipers you helped him capture.

"What business have you here?" he yells at them. The cultists are clearly afraid for their lives, and rightly so, but are even more afraid of something else.

"Which demon do you worship?" Hemet roars.

You tell him you can answer that question.

"You're back!" he says as he notices you. "Sun be ever warm for you. Truth be told, I didn't think you had it in you. Did you do it? Did you close the portal?"

If you do not have "Portal Unclosed" in your Party Journal » 449
If you have "Portal Unclosed" in your Party Journal and wish to tell the truth » 358
If you have "Portal Unclosed" in your Party Journal and wish to lie, write "Portal Lie" in your Party Journal » 449
If you have "A Letter Written in Blood" in your Party Journal » 442
Otherwise, take City Event card 025 and place it face down on top of the City Event deck.

Achievements

Name	Type	Condition
Explorers	Group	Story cards A, D, K, and M have been revealed.
Finders, Keepers	Group	You gained 5 or more Item cards during this scenario which you still have.
Puzzlers	Group	You arranged the Runic Plates in the pattern on Story card K.
Demon Slayer	Individual	Graznak was defeated, and your Hero dealt the final damage to him.
Togrel Friend	Individual	A Hero with "Togrel Whisperer" in their Hero's Journal successfully tamed the Togrel (Story card L).
Stone Head Restored	Individual	You discarded an Agura Crystal token to flip Story card N.

9 The Grove of Death

Outcome 1: Scenario Success

You return to Runedale, clean yourselves up a bit, and then head for Pennark Mansion. You are taken to the knight who first brought you here, and he then takes you to Lord Wollyon, who is having an animated discussion with a painting. The bald nobleman in the painting has a nasty, demonic eye.

"Heaven protect, dear brother!" Lord Wollyon says with an air of finality, and cuts off the magical communication.

"Did you do it?" he asks.

You show him the benaethid's gallbladder.

"Ah, on this day the stars shine upon me," he says greedily. "Well done, well done, indeed! This will make a fabulous addition to my collection."

He tells the knight to pay you what you are owed.

The knight takes you aside, and gives you your payment.

"To be honest, I did not think you had it in you," he says as you are leaving. "I will be sure to recommend you to Lord Wollyon should we have similar needs in the future."

Gain +1 reputation with the House Pennark
Each Hero gains 10 ✪.

Outcome 2: Fail Forward

The benaethid was too much for you, and you are lucky to escape the grove with your lives. You shamble back to Runedale and report to Pennark Mansion.

You are taken to the knight who first brought you here, and he then takes you to Lord Wollyon, who is having an animated discussion with a painting. The nobleman in the painting seems vaguely familiar, a middle-aged nihteegri with a thick yellow mane of hair.

"Heaven protect, dear brother!" Lord Wollyon says with an air of finality, and cuts off the magical communication.

"Did you do it?" he asks. Then he looks at your torn clothes and bloodied face. "You have failed. On this day the stars shine not upon me."

He looks at you with disdain and orders the knight to escort you out.

The knight takes you to the door and stops.

"I find the attempt valiant," he says. "Here's something for your trouble."

Each Hero gains 2 ✪.

Conclusion

If exactly 5 sacred wisptrees have been destroyed » 055
If you have "Jejak's Gratitude" in your Party Journal » 168

Achievements

Name	Type	Condition
Explorers	Group	Story cards 'A', 'H' and 'N' have been revealed.
Gatherers	Group	You gained a Moonegg (see Story card A), a Wormweed (see Story card H), a Moonsilver Ore (see Story card K), and a Ghost Lichen (see Story card M) during the scenario.
Nature Lovers	Group	No wisptrees were destroyed.
Lumberjacks	Group	All 7 wisptrees were destroyed.
Giant Killer	Individual	The Benaethid was defeated, and your Hero dealt the final damage to it.
Waste Not, Want Not	Individual	You climbed with the Hook & Rope and retrieved the Hook & Rope.

10 The Pools of Gnatmarsh

Outcome 1: Scenario Success

You escape the murderous plants with the moonlily. Picking a flower was not as easy as you thought, but you proved equal to the task.

As you camp, you replant the moonlily in a pot to keep it alive until you reach Runedale. You make your way back into town with no further incident, the flower sometimes telepathically reminding you to water it.

The following morning you approach the Tower of the White Circle again. There is a different acolyte at the gate, but she takes you in to see the boryot warlock who, having seen the moonlily, escorts you up the stairs.

Warlock of the Inner Circle, Essylit the Unerring, is in her chambers, conversing with warlocks of lower circles.

"You place your trust in luck instead of hard work," a korallian warlock says defiantly. "Slugvale is impenetrable, and our one chance to triumph over Hemet One-Flame remains out of our reach. He understands only hard work can bring prosperity. You do not. In short, Essylit, you have erred."

There is a shocked silence from the other warlocks. Essylit the Unerring seems about to attack her korallian underling with words, if not with claws or magic. Then she notices you.

"What is it?"

"I beg your pardon, Warlock of the Inner Circles," the boryot accompanying you announces, "they have returned from Gnatmarsh."

Essylit's eyes brighten and she welcomes you with theatrical pomposity. She explains your mission to the other warlocks, and asks if you were successful.

You show them the precious moonlily, and they stare at it in awe.

"We will ask the moonlily to give us its nectar so we can approach Uladur's fungal forests. Of course, we will first need to persuade the Maddark Sisters to divulge the secret of entering The Cube," says Essylit. "You see, Ssulen'n, I do not place my trust in hope. I place it in loyalty, in Aiun, and my inimitable understanding of people. I await for your apology."

The korallian Ssulen'n looks at his webbed feet, then at you, then at his feet again. He swallows his pride. "My apologies, Essylit. I will strive to know my place in this life, so that I may fare better in the next one."

"And..." continues Essylit.

"And you are Unerring."

"There," says Essylit, and turns to you. "Now that I know you can be trusted to handle delicate artifacts, I need you for two other jobs. First, escort our negotiators to Maddark Seat. Then you can seek the Orb in Uladur's Slugvale. Once we have the moonlily nectar, we will send a party there to examine the valley for our own purposes. You will accompany them, of course."

After that, the warlocks congratulate you, the boryot pays you, and then escorts you back out.

You have made quite the impression on the Council of Eight!

Each Hero gains 10 ✪.
Gain +1 Reputation with the Council of Eight.

Outcome 2: Fail

Picking a flower was too much for you. You return, wet, bloody, and miserable, to your camp.

The idea of staying in the swamp to look for another flower is not appealing, but you do not want to disappoint Essylit the Unerring.

If you have "Flowerless" written in your Party Journal » 026
Otherwise » 254

Achievements

Name	Type	Condition
Vine Tamers	Group	You tamed the required number of monstrous vines before the timer reached 25.
Herbalists	Group	You gained 3 or more Wormweed tokens.
Reapers	Group	You defeated all Asputil Enemies.
Lone Ranger	Individual	You started the scenario in an area with no other Allies.
Dry as a Bone	Individual	You were never in a water area.
A Friend In Need	Individual	You were helped by an Ally when you were captured by the galidorian flytrap or sunk in the bog hole (on 'B' Story cards).
A Friend Indeed	Individual	You helped an Ally in either case mentioned in "A Friend In Need".

11 Sign of the Squid

Outcome 1: Scenario Success

With the Shroud thugs after you, the Sable Crown drive the loaded cart far away from Anglers' Pier. Some of the Shroud pursue you on togrels. Fortunately, Caillon has a magus in his employ who can raise a magical fog to hide you. You pull the cart into a side road, and hear the gangsters ride past you.

When the road is clear, you drive the entire cart to a stable in the Secular Bank. Caillon meets you there, and the rebels start unloading the cart and examining its contents.

Caillon opens a crate; there is dried squid inside. It is not that expensive, and you wonder if this really was worth all the trouble, especially as there was more valuable cargo on the pier.

"The dried squid will feed the hungry for weeks," Caillon says. He grabs the upper layer of squid, revealing a vast supply of voidbloom, an illegal drug in high demand. "But when sold, these herbs will feed them for years!"

He asks you to accompany him as he takes a bag full of squid to a nearby shelter where some poor orphans sleep. As you approach, they are startled awake. Clearly, they were expecting to be attacked.

When they recognize Caillon, they run to him. "Look! It's Caillon! Thank the stars! What have you brought us this time, Caillon?"

Caillon requests your help in distributing the squid and the bread he has brought. It is heartbreaking to see the children devour the food with such eagerness and gratitude.

The bag is soon empty, and you leave with Caillon, walking the moonlit streets.

"As you can see, we work for the betterment of all Benemites," says Caillon. "But I promised to pay you, and I will. I do not have the full amount right now, but consider this a down payment. You'll get the rest later, when we have sold the voidblooms."

Gain +1 Reputation with the Sable Crown.
Gain 2 ✪ for each crate you have stolen.

Outcome 2: Fail Forward

The fight is too much for you. You barely manage to escape with your lives, but the cart and the cargo you have to leave behind. Your adversaries shoot some arrows at you, but do not bother chasing after you.

Dodging gangsters and soldiers on patrol, you creep back to Lanimora's Tear to report the situation to Caillon. He is not there, but a Sable Crown guard takes you to the orphan shelter he is visiting.

The poor children have surrounded Caillon and are asking for food. "Caillon! Caillon! What have you brought us this time, Caillon?"

Caillon notices you and his eyes brighten. "There they are! Did you bring the crates?"

When you tell him the news of your failure, disappointment marks his face. The hungry orphans turn away, too polite to say anything to their benefactor who has let them down.

"I'm sure you did your best," says Caillon. "We'll try again when the stars are right."

The plight of the orphans is hard to take. Perhaps you should give them a little donation from your own purses?

Each Hero may spend 1 ✪. If all Heroes do, gain +1 Reputation with the Sable Crown.

Conclusion

If you defeated one or more Runedale Watchmen, write "Wanted" in your Party Journal.
If you stole one or more Barrels of Tentacle » 494

Caillon warns you that a bigger confrontation with The Shroud is written in the stars, and cannot be avoided. He tells you to beware as you walk home.

Nothing happens that night, but during the next night you are awakened by a slimy black animal lurking at your window. It is scratching at the window, and as you get out of bed, it motions for you to follow it out. You realize it is Tan Gunagill's shadowy pet, Mazog.

You get dressed and armed before you go into the wet street, which reflects the pale light of Agemonia's two moons.

Outside you see the bright red dorsal fins of the pattangan who asked you to go to the Cave of Happiness to pick mushrooms.

"Nice to see you again," he says, his grinning face illuminated by the blue glow of his expensive staff. "I saw your little operation down at Anglers' Pier. I always knew you had a stout heart and a brave liver. But why would you work for that totem-breaking liar Caillon? He's only ever interested in his forgotten religion, and never pays his debts. People like you should work for me."

You had a hunch he was connected to Runedale's underworld, but now you realize he is a high-ranking assassin of The Shroud.

"Here's a proposal for you. I will pay each of you ten stars right now, if you tell me the location of Caillon's base of operations here in Runedale."

Choose one:
If you have ⩔ with the Shroud, you must choose A.
If you have ⩔ with the Sable Crown, you must choose B.
A: Tell Tan Gunagill everything you know about the Sable Crown. » 292
B: Say nothing, and tell Tan Gunagill to go break his totem. » 393

Achievements

Name	Type	Condition
Explorers	Group	You flipped Story cards B, D, and F.
Liquor Enthusiasts	Group	You stole all 3 barrels of Tentacle.
We Fought the Law	Group	You defeated one or more Runedale Watchmen.
Masterful Thieves	Group	You stole 8 or more crates.
Artful Dodger	Individual	You disarmed at least one trap and picked at least one lock (Story cards E and G).
Underwater Knife Fighter	Individual	You attempted the "Knife Fight" ability check (Story card F).
Every Winch Way	Individual	You used the winch (Story card C) to move a crate or barrel.

12 The Zlohian Menace

Conclusion

Count the number of Small Slimes that have been successfully collected in the 4 areas containing a . This is how many victory points you have scored.

If you have scored 15 or more victory points » 478
If you have scored between 10 and 14 victory points » 640
If you have scored 9 or fewer victory points » 142

Reminder: Do not remove this Scenario card from the game. In the next City step, do not reveal a City Event card and do not spend any City Activity points. You may not play an arena scenario in the next Scenario step.

13 The Slugvale Enigma

Outcome 1: Scenario Success

Ssulen'n's floating eye has watched silently as you managed to rebuild the stone head and activate the teleporter.

As the teleporter fires up, the eye somehow gains magical energy and casts a spell at you. Ssulen'n has healed your wounds!

Feeling great, you now cram yourselves on the teleporter platform and suddenly have the sensation of being in two places at once.

Each Hero gains an inspiration gem.

Outcome 2: Fail Forward

The ustrigs and the cestrigs and the wisp wasps and the spore-heavy air are too much for you. You jump and crawl and swat your way to relative safety, Ssulen'n's floating eye constantly observing and judging you.

When it is clear you have failed, Ssulen'n's magic starts to work through the eye, repairing the stone head and activating the teleporter.

He even heals your wounds, and then you hear his words.

"I told you every day is another test. Do better on the other side."

You understand this is an order to enter the Chest of the Gods. You cram yourselves on to the teleporter platform and suddenly have the sensation of being in two places at once.

Each Hero starts the next scenario with 5 spent stamina.

CONCLUSION

Discard all Injury cards and remove Wounded status from your Heroes.
Gain Scenario card 14 "Chest of the Gods". Skip the next City Step. The next scenario you play must be "Chest of the Gods".

ACHIEVEMENTS

Name	Type	Condition
Unimpeded	Group	2 or fewer Phrenipedes were spawned.
Mushroomageddon	Group	You destroyed all 8 soft mushrooms.
Delvers	Group	You revealed and flipped Story cards C, F, and G.
Unseen Gatherer	Individual	You gained 2 Blood Crystal tokens from Story card C without spawning a Slugvale Ustrig.
Wisp Wasp Whisperer	Individual	You discarded a potion to calm the wisp wasps (Story card F).
Sure-footed	Individual	You succeeded at the Agility check on Story card E at least twice.

14 The Chest of the Gods

Outcome 1: Scenario Success

As you place the last mirror globe on a runic plate, it sticks in place, and turns on an unseen magicanism. The floor beneath you begins to resound like an enormous bell. One by one, the globes join in chorus and soon the entire building is resonating.

Your nose tingles and your teeth chatter, the golems stop their movement, and you have to shield your eyes from a flash of light.

With a thunderous crack, the globes open and unfold like flowers. Each has their own precious fruit, a magical treasure well worth your troubles. There is an unassuming stone ring, which must be what the Council wants, and a beautiful magical amulet. But most of all, the blue Orb of Power draws your attention. Finally you have discovered it!

As you grab the valuables, a voice booms inside your heads.

"The fate of Agemonia is in your hands!"

You recognize the voice of Aiun, who has spoken through the stone heads before.

"You must become a Keeper of the Breach and protect all living things from the corrupting power of Aox. But beware! He is coming. He was once the mightiest of the Keepers, but has been corrupted by Aox. You must light the beacon before it is too late."

Gain Item cards 106 "Whisper of Aiun" and 140 "Orb of Ferox".

You grab the valuables, and take one final look around the now silent hall. The stone heads are smiling. Or is it just a trick of the light? Hard to say, as you are surrounded by azure light and a buzzing noise.

Then, with a flash, you find yourselves back in Slugvale where Ssulen'n is now waiting for you.

"I was afraid the test would be too much for you," he says wryly.

You show him the stone ring and his gills flap in excitement.

"The Omnipotent Millstone!" he gasps. "You found it. You! I always assumed the Chest of the Gods would be more of a challenge. But, no matter, we will deliver it to Essylit. Then you can thank her for giving you a job and meaning, and she will show you that hard work and genius is justly rewarded."

You return to the boat and make your way back to Maddark Seat.

Read the Conclusion.

Outcome 2: Fail

You are surrounded by azure light which takes you outside with a buzz and a flash. Any items you found have been left behind and you find yourselves back in Slugvale where Ssulen'n is now waiting for you.

"Well? The Omnipotent Millstone? Do you have it?"

You tell him you failed.

"I thought the test might be too much for you, but worry not, I will teach you parasites the meaning of hard work."

Despite his harsh words, he heals your wounds and lets you recuperate for the night, before sending you back to the teleporter, this time with two magic potions to help you.

Place all items you found in this scenario back in the Archive.
Gain 2 potions of your choice from the Stock.
Discard all Injury cards and remove Wounded status from your Heroes.
Do not read the Achievements for this scenario.
Reset this scenario and play it again.

Conclusion

From Maddark Seat you continue with a trade caravan to Runedale and enter the Tower of the White Circle. You are served wine and cakes as you wait for Essylit to see you.

"Heaven protect," she says as she walks into the room, followed by several other warlocks. She takes a quick look at Ssulen'n and you. "I see you found The Omnipotent Millstone. And other magic, too. The stars shine upon the Council of Eight today."

You present the stone ring to her. She takes it greedily and looks at it, although it seems insignificant to you compared to the many more fabulous artifacts you have seen.

"Aye," she says, her eyes gleaming, "Aye! With this we will be able to..."

Ssulen'n coughs pointedly, and Essylit stops talking.

"Indeed," she says to Ssulen'n. "We will speak later. But for now, well done Ssulen'n, Warlock of the Second Circle. I knew my trust in you was not misplaced."

Ssulen'n nods, his face a unique mix of arrogance and gratitude.

"And as for you," says Essylit, "you have more than proven yourselves to be friends of the Council. I trust these rewards will be of some use in the tumultuous times ahead."

Before you have time to ask her what she means, she is surrounded by warlocks wishing to examine the ring, and you are escorted out with your rewards.

Each Hero gains 10
Gain +1 Reputation with The Council of Eight.
For each Spark (token) your Hero has, gain a Spark token.
If you have "Council Amulet" in your Party Journal » 999

Achievements

Name	Type	Condition
At One With the Ancients	Group	You flipped all 4 of the butterfly, spider, snake, and mushroom Runic Plate tokens, but no more than 2 of the leaf, moon, sun, and star Runic Plate tokens.
Full Power	Group	All 4 blue Teleporter tokens are on the map.
Quick Work	Group	You succeeded the scenario and there are at least 5 Fate cards remaining in the Fate deck.
Giant Delayer	Individual	You caused an Arcane Golem to gain the at least twice.
A Bright Spark	Individual	You still have at least one Spark (token).
Blessed by the Gods	Individual	Your Hero did not suffer any damage from a Test of the Gods card.

15 Beacon of Hope

Outcome 1: Scenario Success

You have placed the Orbs of Aiun, Agur, and Ferox into the hemispheric receptacles. This activates a magicanism under the floor, and the hemispheres slowly turn upside down, hiding the glowing Orbs of Power.

But this does not hide the light. Rather, the whole vault starts to radiate with a pleasant blueish luminescence. Skyrender's horrible shrieking turns into a hushed melody.

Any remnants of demons or Aox in the vault are destroyed by the power you have awakened, including the Orb of Aox you are carrying.

The eyes of the stone heads glow with the color of the Orbs they received, and their mouths open to echo the melody, which grows louder and louder, a song of the Ancients.

The edges of the crimson portal burn white-hot for a second, and you catch a glimpse of the Breach, watching as a wave of Aiun wipes away the corruption in that Aox-infested realm. Ruined buildings are rebuilt and magicanisms fired up. Then the entire portal turns white and disappears.

The beacon is lit and you have struck a mighty blow against the demons of Aox and the nefarious sorcerer Amon Pennark.

Inside the vault, the loud music is joined by the voice of Aiun.

"You have brought the Orbs of Power and lit the beacon, protecting living things from the corrupting power of Aox. You have become Keepers of the Breach. You have been tested, but you have not veered from the light. Now, more than ever, the fate of Agemonia lies in your hands. The second beacon rests in the Vault of Time, but the key to getting there was hidden away long ago by Xotho the agurian dictator. Seek the lost city of the agurians for answers."

The lost city must mean the legendary Lok Torr, but no one has entered it for centuries, not since Xotho pillaged Agemonia with his armies.

The voice of Aiun grows quiet and you hear only the song of Skyrender as you exit the vault.

You open the door and see dozens of Runedalians standing in the street outside, looking up at Skyrender Tower in wonderment. The tower radiates a white beam of light into the sky and the beautiful melody tells of strength and hope. More and more people are drawn towards the spectacle: children and adults, nihteegris and foreigners, guards and cosmographers, merchants and thieves, priests and warlocks. They do not notice you as they are too busy marveling at the results of your work.

You have changed the city for good.

Write "Skyrender Lit" in your Party Journal.
Discard Item card 142 "Orb of Aox".
Gain +1 Reputation with the Keepers of the Breach.

Outcome 2: Scenario Success

You place the Orb of Aox into the hemispheric receptacle, and feel a sudden burst of Aox energy. You then place the remaining orb in its cup, and activate a magicanism under the floor. The hemispheres slowly turn upside down, hiding the glowing Orbs of Power.

But this does not hide the light. Rather, the whole vault starts to radiate with a crimson glow. Skyrender's horrible shrieking turns into a threatening low-pitched hymn.

More demons enter the vault through the portal and Amon Pennark grins eagerly.

The eyes of the stone heads glow with the color of the Orbs they received, and their mouths open to echo the hymn, which grows louder and louder. The demons also join in with their guttural voices.

The edges of the crimson portal spread, and the corruption of the Breach spreads through it like poison overflowing a cup, and spills into Agemonia.

The beacon is lit with the light of Aox. You have struck a mighty blow against Aiun and the memory of the Keepers of the Breach. Your remaining Orb of Power crumbles into dust.

Inside the vault, the hymn of Aox is fought by the voice of Aiun.

"You have brought an Orb of Power and corrupted the beacon, sacrificing living things to the power of Aox. You have veered from the light. You have been tested and have been found wanting." The voice of Aiun is nearly drowned by the hymn. "The fate of Agemonia... lay in your hands and you... wasted it."

Aiun grows silent.

Amon Pennark approaches you, his voice amplified by the power you have awakened.

"Shantor Three-Birds was weak, his understanding of Aox and Aiun limited. You are not Keepers of the Breach like her, and the others, afraid of Aox. You are a true Keeper of the Breach, like me, understanding that all of the magical forces of Agemonia and the Breach are one and the same, and will soon be under our control.

The second beacon rests in the Vault of Time, also in need of an Orb of Power. The key to getting there was hidden away long ago by Xotho, the agurian dictator. Enter the lost city of Lok Torr for answers."

With that, Amon Pennark walks into the portal with the demons, and you watch as he enters the Breach.

No one has entered the legendary Lok Torr for centuries, not since Xotho pillaged Agemonia with his armies.

You hear only the hymn of Aox as you exit the vault.

You open the door and see several hooded figures standing in the street outside, observing Skyrender Tower in awe. The tower is radiating a crimson beam of light into the sky and the threatening song tells of strength and destiny.

Many Runedalians run away from the unnerving sight, but the hooded figures look in admiration at the tower, and at you.

They are Jade Tendril cultists and other demon worshipers, and they kneel in front of you.

You have changed the city forever.

Write "Skyrender Corrupted" in your Party Journal.

Discard your remaining Orb of Power Item card (140 "Orb of Ferox" or 141 "Orb of Agur").

Place a Stop sticker on the first empty space on the "Keepers of the Breach" Reputation track. You may no longer gain reputation with the Keepers of the Breach.

Gain +1 Reputation with the Jade Tendril.

Outcome 3: Fail Forward

The power of Aox is greater than you could have ever imagined. Perhaps it was a mistake to defy Amon Pennark.

He holds the Orb of Aox in his hands and approaches one of the receptacles with a concerned look on his face. His movements are so slow it almost looks like he is pushing through a strong current. It must be the power of Aiun that is fighting him.

He shrieks with pain as he pushes the evil orb into the cup. The invisible current dies and the whole vault starts to radiate with a crimson light. Skyrender's horrible shrieking turns into a threatening low-pitched hymn.

More demons enter the vault through the portal and Amon Pennark grins eagerly. The corrupting power of Aox has now spread from the Breach to inside Skyrender itself!

The eyes of the stone heads glow with the color of the Orbs they received, and their mouths open to echo the hymn, which grows louder and louder. The demons also join in with their guttural voices.

The edges of the crimson portal spread, and the corruption of the Breach spreads through it like poison overflowing a cup, and spills into Agemonia.

The beacon is lit with the light of Aox and Amon Pennark has struck a mighty blow against Aiun and the Keepers of the Breach. Against you. The other Orbs of Power crumble into dust.

Inside the vault, the hymn of Aox is fought by the voice of Aiun.

"You have let Amon Pennark corrupt the beacon, sacrificing living things to the power of Aox. You have been tested and have been found wanting. You have veered from the light." The voice of Aiun is nearly drowned by the hymn. "Now, more than ever... the fate of Agemonia... lays in your hands..."

Aiun falls silent.

Amon Pennark approaches you, his voice amplified by the power you have awakened.

"Shantor Three-Birds was weak, her understanding of Aox and Aiun limited. You are like her, and the others, afraid of Aox. A true Keeper of the Breach, like me, understands that all of the magical forces of Agemonia and the Breach are one and the same, and they will all soon be under my control."

With that, Amon Pennark walks into the portal with the demons, and you watch as he enters the Breach.

The voice of Aiun, weak and fragile, speaks one last time. "You must find the second beacon in the Vault of Time. The key to getting there was hidden away.. long ago by Xotho the... agurian dictator. Enter the lost city... of Lok Torr for... answers."

With that, the last remnant of Aiun is gone from Skyrender.

No one has entered the legendary Lok Torr for centuries, not since Xotho pillaged Agemonia with his armies.

You hear only the hymn of Aox as you limp out of the vault.

You open the door and see several hooded figures standing in the street outside, observing Skyrender Tower in awe. The tower is radiating a crimson beam of light into the sky and the threatening song tells of doom and despair.

Many Runedalians run away from the unnerving sight, but the hooded figures, Jade Tendril cultists and other demon worshipers, look in admiration at the tower.

You sneak away before they notice you.

Amon Pennark has changed the city forever.

Write "Skyrender Corrupted" in your Party Journal.

Discard your remaining Orb of Power Item cards (140 "Orb of Ferox", 141 "Orb of Agur", and 142 "Orb of Aox").

Achievements

Name	Type	Condition
Amon Defeated	Group	You defeated Amon Pennark.
Disdain for Aox	Group	No Blood Crystal tokens were picked up.
Power Grabbers	Group	2 or more Blood Crystal tokens were picked up.
Pyramid Master	Individual	You flipped Story card H, J, or K.
Bull Headed	Individual	You moved through a line of red lightning and gained an Injury card (see Story card A).
Bless You	Individual	You gave another Ally the Blessed condition using Story card F or G.

16 A Xotho's Plaza

Key to the Past · Hall 1

Outcome 1: Scenario Success

You open the door and leave the hall, rolling the key down the main street of this chthonian metropolis, its walls adorned with the Sign of the Anvil.

On the way you see shops, plazas, and libraries, carved into the stone. Sometimes they are terraced cave houses one on top of the other, where the roof of one is the floor of the next. At other times they are grand stalactites and stalagmites with innumerable houses inside them.

On one simple gemcutters' shop you notice a familiar symbol: the emblem of the Amethyst Order. Three centuries ago that mighty organization was still in its infancy.

Outcome 2: Fail Forward

When you come round, the arcane golems have powered down and seem inactive. The key is now very hot, but you take turns in moving it around to share the pain, desperate to open the doors before the golems awake. Eventually you maneuver the key to the large doors which open with a thud. You push the key through and close the doors behind you.

You roll the key down the main street of this chthonian metropolis, its walls adorned with the Sign of the Anvil. On the way you see shops, plazas, and libraries, carved into the stone. Sometimes they are terraced cave houses one on top of the other, where the roof of one is the floor of the next. At other times they are grand stalactites and stalagmites with innumerable houses inside them. On one simple gemcutters' shop you notice a familiar symbol: the emblem of the Amethyst Order. Three centuries ago that mighty organization was still in its infancy.

Each Hero starts the next scenario with 3 ○ spent stamina and 2 ♥ damage.

Conclusion

Record the amount of shields and energy the key has in your Party Journal.

Story cards E and ● from this scenario will be used in the next scenario. Keep any Story cards representing a piece of Gleaming Armor.

Skip the next City and Journey steps. The next scenario you play must be scenario 16B "The Garden of Memory: The Key to the Past · Hall 2" on page 38.

Achievements

Name	Type	Condition
Keymasters	Group	You succeeded before the timer reached its target number for the first time.
Doorkeepers	Group	You succeeded the scenario.
Sparkling	Individual	You pushed the key into an area containing a spark of the agurians.
Strike!	Individual	You caused an Arcane Golem to gain the Held condition by attacking it with the key's Ram attack.

16 B The Garden of Memory

Key to the Past · Hall 2

Outcome 1: Scenario Success

You manage to open the closed door and continue on down the main street. The street is lined with agurian banks, gemcutters, museums, libraries, art galleries, universities, and one building that bears familiar symbols. Twice you see huge holes in the walls and buildings where chirelid worms have dug their tunnels through stone.

Here and there, derelict golems stand immobile like twisted statues, or repeat a single function which has long since lost its purpose.

A tall stalagmite is decorated with moonsilver circles and the symbol of the Council of Eight. Long ago, this must have been their headquarters in Lok Torr. Now its doors are shut with powerful magics and buried under the rubble of the centuries.

In a central square you see a huge statue of the dictator Xotho, his back full of crystals, his stone skin carved full of runes. The statue has been defiled by guano and mushrooms, but it still stands.

Outcome 2: Fail Forward

When you come round, everything is quiet, the chirelids having defended their territory from intruders. You move the key slowly and quietly in order not to disturb any more of the giant worms. Eventually you maneuver the key to the large doors which open with a thud. You push the key through and close the doors behind you, just as you hear the unmistakable scraping noise of an approaching chirelid.

You continue on down the main street. It is lined with agurian banks, gemcutters, museums, libraries, art galleries, universities, and one building that bears familiar symbols. Twice you see huge holes in the walls and buildings where chirelid worms have dug their tunnels through stone.

Here and there, derelict golems stand immobile like twisted statues, or repeat a single function which has long since lost its purpose. A tall stalagmite is decorated with moonsilver circles and the symbol of the Council of Eight. Long ago, this must have been their headquarters in Lok Torr. Now its doors are shut with powerful magics and buried under the rubble of the centuries.

In a central square you see a huge statue of the dictator Xotho, his back full of crystals, his stone skin carved full of runes. The statue has been defiled by guano and mushrooms, but it still stands.

Each Hero starts the next scenario with 3 ○ spent stamina and

Conclusion

Record the amount of shields and energy the key has in your Party Journal.

Story cards E and ● from scenario 16A "Xotho's Plaza: Key to the Past · Hall 1" will be used in the next scenario. Keep any Story cards representing a piece of gleaming armor.

Skip the next City and Journey steps. The next scenario you play must be scenario 16C "The Gallery of Forever: The Key to the Past · Hall 3" on page 40.

Achievements

Name	Type	Condition
Keymasters	Group	You succeeded before the timer reached its target number for the third time.
Doorkeepers	Group	You succeeded the scenario.
Arborists Assemble	Group	Story card G has been flipped.
Switched On	Individual	You caused a Runic Plate token to flip to its active side.
Let Sleeping Worms Lie	Individual	You succeeded at the check on Story card P and so didn't cause a chirelid to spawn.

16 C Gallery of Forever

Key to the Past · Hall 3

Outcome 1: Scenario Success

You manage to roll the key to the end of the street. Once it touches Lok Torr's emblem a magicanism is triggered and the door slowly opens.

In front of you stands the last part of the main street before you reach the Heart of Lok Torr. The street is paved with white marble, the black buildings on either side are larger and more imposing than any you have seen. They are tall as the mountains, but eerily even and precise.

From in front of you a sound rings out, like a hammer hitting an anvil. It echoes in the dark hall above you, waking up a colony of bats which fly out in terror.

For some reason you feel something is amiss as you push the globe up the steep slope forward.

Outcome 2: Fail Forward

You have a dream of yourselves entering the room and looking around at the moving walls. No, not a dream, you're awake, and time is being replayed. No, time is going backwards. You see yourselves walk backwards out of the room, and the walls are moving in the opposite direction now. They push you and the key towards the far end of the hall.

Once the key touches Lok Torr's emblem a magicanism is triggered and the door slowly opens. In front of you stands the last part of the main street before you reach the Heart of Lok Torr. The street is paved with white marble, the black buildings on either side are larger and more imposing than any you have seen. They are tall as the mountains, but eerily even and precise.

From in front of you a sound rings out, like a hammer hitting an anvil. It echoes in the dark hall above you, waking up a colony of bats which fly out in terror. For some reason you feel something is amiss as you push the globe up the steep slope forward.

Each Hero starts the next scenario with 3 ○ spent stamina and

Conclusion

Keep any Story cards representing a piece of gleaming armor. Return Story cards E and ● to the scenario 16A Story deck.

Gain Scenario card 17 "The Guardian of Lok Torr".

Skip the next City step. The next scenario you play must be scenario 17 "The Guardian of Lok Torr".

Achievements

Name	Type	Condition
Keymasters	Group	You succeeded before the timer was reset for the first time.
Shield Field	Group	The key gained energy from an energy field.
Doorkeepers	Group	You succeeded the scenario.
Wall Dodger	Individual	You were never pushed by a Moving Walls card.
Augur of Aguria	Individual	You succeeded at the check on Story card R.

17 The Guardian of Lok Torr

Outcome 1: Scenario Success

With the crimson lightning wall gone, you direct the powerful Roglu to break open the gates. Finally, you can enter the Heart of Lok Torr.

The Heart of Lok Torr is at the very center of the underground city, with magnificent palaces, temples, arches, statues, and a promenade lined with crystal trees. And it is not empty.

The streets, staircases and halls are full of runed rocks, that upon closer examination turn out to be agurians. Hundreds or thousands of agurians sleeping. This must be Xotho's army, sealed here centuries ago!

The agurian army sleeps, perhaps waiting for some final command to wake up. You are wary of giving one, instead sneaking through the great halls, looking for the key to the Vault of Time.

A faint Aiun presence alerts you to a smaller temple, adorned with a symbol of a hand holding the sun.

You push open the old stone door to find a simple room with a fountain of clean water and remnants of what could have been artifacts of the ancients. In the center of the room is one more sleeping agurian, this one covered by moss and lichen.

As you approach, the sleeper stirs, and soon you see two eyes looking at you. The mossy agurian clumsily stands up.

"May you be remembered, pilgrims," the agurian speaks slowly. "I am Thoclar, last of the Lightbearers."

Gain a Runic Diamond token and an Elemental Gem token.

Outcome 2: Fail Forward

As you feel your life force drawn away, the world grows dim and you realize you are being teleported. But where?

You find yourselves in a simple agurian room with a fountain of clean water, and remnants of what could have been artifacts of the ancients. In the center of the room stands an agurian, his stone skin covered by moss and lichen.

"May you be remembered, pilgrims," the agurian speaks slowly. "I am Thoclar, last of the Lightbearers. Your presence woke me up from my sleep, and I noticed you were in peril."

Conclusion

Thoclar was one of those who fought against Xotho and were also shut forever here in Lok Torr. You tell him Xotho is centuries gone and you are looking for the key to the Vault of Time.

"Yes, I thought as much. The Keepers of the Breach have ever been friends of the Lightbearers. For centuries we fought demons side by side. I am glad to see the Keepers still thrive."

You do not have the heart to tell Thoclar you are the last of the Keepers.

He slowly moves to a corner of the temple and lifts up a floor tile with geomancy. An azure glow fills the room and he picks up an Orb of Power from its secret resting place.

"This is an Orb of Agur. Take it to the Vault of Time."

You tell him you do not know where the Vault is.

"The Vault is in the middle of the plains of Ythmer in the Queendom of Benem."

Benem is now a republic, and Ythmer, one of its provinces, but it is not known for its plains. Most of the area is covered by the cursed forest of Rotwood. Nevertheless, this is valuable information.

With Thoclar's help, you find the key to the Vault of Time in Xotho's palace.

But what to do with Xotho's sleeping army and the entirety of this abandoned city? That is perhaps a decision best left for agurians to decide.

Gain Item card 141 "Orb of Agur".

Gain Scenario card 19 "The Vault of Time"

For each Story card you have representing a piece of gleaming armor, gain 10 ✪ and remove that card from play. For each ◎ token on Story card A, gain 10 ✪.

If Torrax is a Hero in your party, his player » 667

Achievements

Name	Type	Condition
Be Prepared	Group	You already had the two pieces of gleaming armor when you revealed Story card A and so did not reveal Story card ❖.
Full Power	Group	There are 4 Circle tokens on Story card H.
Delvers	Group	You revealed and flipped Story cards B, D, and L.
Easy Rider	Individual	You were moved with the metal disk.
Better Dead than Red	Individual	You dealt the final damage to defeat a Blood Ruby.
Wheely Heavy	Individual	You moved a runic wheel.

18 The Great Old One

Conclusion

If you successfully collected all the Eye tokens, your victory points are equal to 20 minus the number of Fate cards in the Fate discard pile. If all Heroes were exhausted, your victory points equal 0.

If you have scored 13 or more victory points » 778

If you have scored between 10–12 victory points » 640

If you have scored 9 or fewer victory points » 142

Reminder: Do not remove this Scenario card from the game. In the next City step, do not reveal a City Event card and do not spend any City Activity points. You may not play an arena scenario in the next Scenario step.

19 The Vault of Time

Outcome 1: Scenario Success

As the Orb of Power is placed, the Stone Heads are reinvigorated. Their eyes beam with an azure light that fills the Vault and drives the monsters back into their hiding holes.

Then the millennia-old runes blaze once more, and a strange apparition materializes on the disk at the center of the building. An agurian dressed in a sleeveless robe stands on the platform. He looks around in surprise at first, but then notices you and steps forward.

"Ah, Keepers of the Breach. I am Arax, one of the founders of this order. These beacons were once built as a defense mechanism for Agemonia and the Breach against demons and the powers of the Aox.

That you have already activated one of them means you are fulfilling your purpose and mine. To light this one, you need two more Orbs of Power. One is hidden in Echo Mountain, another in the distant town of Runedale in the Pennark Empire.

I am sure the other Keepers of the Breach will gladly help you."

Arax hands you two gems imbued with magical power and then steps back onto the disk and disappears.

Gain 2 Elemental Gem tokens.

Gain +1 Reputation with the Keepers of the Breach

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 4 scenario.

Outcome 2: Fail Forward

You try to align the runes, but the monsters are too savage and overwhelm you. You try to climb back up the hole, but more skitterers scuttle in from above.

The beacon remains unlit and the stone heads desolate and quiet.

At your most desperate hour the millennia-old runes blaze once more and a strange apparition materializes on the disk at the center of the building. The ignisaur woman jumps off the disk, looks around at the skitterers, and scares them away with a beam of light.

"Looks like you could use some help," she says. "My name is Shantor Three-Birds, I'm a Keeper of the Breach."

You smile as you recognize your erstwhile teacher. She has saved you once again, even if she does not yet know she will meet you in her future. Perhaps this was why she recognized you back in Ambergate?

"Do you have the Orb of Power?" she asks.

You throw her the Orb and then uncertainly get to your feet as she places it in the receptacle.

"Two more Orbs of Power are required," she informs you. "One is hidden in Echo Mountain, another in the distant town of Runedale in the Pennark Empire. You must find them and bring them here."

Shantor turns to leave.

"Salutations from the past, future Keepers," she says as she steps back onto the disk, her voice starting to fade away. "Sun be ever warm for you."

And with that, your mentor is gone once more.

Conclusion

Climbing up from the Vault of Time, you look through the broken wall into the un-Agemonian vistas of Rotwood. The squamous vines and the rugose branches seem to have moved since you left the woods, creeping closer toward you. The wind rustles the rotten leaves which almost seem to be whispering some malignant spell.

Before you brave the journey, you make camp to heal your wounds and regain your strength. Most forests are, fortunately, scared of fire.

The nightmarish phantasms of your Rotwood dreams are interrupted by the power of the Vault of Time. You see a ghostly apparition, a nihteegri priestess of old, her clothes tattered and her eyes mad as if she had seen horrors beyond imagining.

"The Rotwood Horror-With-a-Thousand-Eyes destroyed all of Ythmer. It seeks to grow and to devour. Only with the Chthonian Tablets have we been able to keep it at bay. The tablets are primordial stones, made by an unnamable tribe of frog-people in time immemorial. But we have lost them! It is coming! It is coming! Hail! Hail! Hail Hur-Ishtanim!"

The phosphorescent priestess starts to speak in strange tongues and froth at the mouth. Clearly, the power of Rotwood overtook that of the Vault of Time years ago. Is that the reason for the strange conclusion of the dream or was it an authentic memory of the past?

As you wake up, you wonder if such a fate will befall you, too.

Gain Scenario cards 20 "Rotwood Madness" and 28 "The Furnace of the Ancients".

If your outcome for scenario 15 "Beacon of Hope" was Outcome 2: Scenario Success (you placed the Orb of Aox), gain Scenario card 32 "The Beacon of Doom".

Otherwise, choose one:
A: Follow the path of the Keepers of the Breach. Gain Scenario card 31 "The Beacon of Destiny".
B: Reject the path of the Keepers of the Breach. Gain Scenario card 32 "The Beacon of Doom". All players must agree to this option being chosen.

Skip the next City and Journey steps. The next scenario you play must be "Rotwood Madness".

Achievements

Name	Type	Condition
Seers	Group	All 6 Vision cards have been removed from play.
Not Lichen It	Group	You blocked the Ghost Lichen Tubers in the Stone Head areas (A, C, G, and H).
Slayers	Group	There were 2 or fewer undefeated Enemies.
Tentacle Boss	Individual	You moved into at least 1 area containing tentacles, but never gained a condition from them.
Beaming from 'ere to 'ere	Individual	You placed or moved a blue Teleporter token and teleported with it.
Shut Your Mouth	Individual	You blocked a stone head's mouth with a skull.

20 Rotwood Madness

Outcome 1: Scenario Success

You place the chthonic tablets in the bark of the gargantuan tree, obscuring three of its eyes. Apparently, Hur-Ishtanim has thousands more.

Whatever strange magic the batrachian men once engraved in the tablets, it silences the whispers. The branches and the vines are no longer directed by a malicious will, but fall limp.

This is your chance to get out. You determine the direction of the Reflection Range and continue your long trek with great haste.

Rotwood's gibbous creatures and fetid slime still bother you, but they do not stop you from finding a way out of the malodorous, blasphemous forest.

Eventually, the horrors of Rotwood are behind you and you enter the wasteland leading to the mountains. As you cross the mountains through the Shattered Pass and leave Skyfford Ruins behind you, you wish you never again had to return to Rotwood, but you know that is not the last time you must make your way to the Vault of Time. For now, River Othian leads you to the plains of southern Throyle and then back to Runedale.

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 4 scenario.

Terrible Nightmares

Each Hero with 2 or fewer tally marks next to "Bonesmoke" in their Hero Journal gains ✪ at the start of the next City step.

Outcome 2: Fail Forward

You realize you have been in error all along. The Rotwood Horror-With-a-Thousand-Eyes did not destroy Ythmer, but saved it! And it will keep on growing and devouring until it has eaten all of Agemonia, and then it will be reunited with its brothers and sisters. Hail!

You will be its messengers and his soldiers. You will live here in Rotwood. Hail! Hail! Hail Hur-Ishtanim!

In time, more eyes will grow on your bodies and you will become one with the trees. But for now you must march on to Runedale and take it for him!

Hail Hur-Ishtanim!

You are one with the Rotwood and find it easy to walk there now. The roots and branches move away from your path and the monsters avoid you, but the closer you get to the Reflection Range, the less inclined you are to follow Rotwood's will. You hail him no longer and travel in contemplative silence.

After you have walked the Shattered Pass and left the Skyfford Ruins behind you, it feels as if you have awoken from a long, nightmare-inducing sickness. You continue on, no longer sure if you are sane or not.

You wish never again to return to Rotwood, but you know that is not the last time you must make your way to the Vault of Time. For now, river Othian leads you to the plains of southern Throyle and then back to Runedale.

Each Hero gains an Injury card.
Write "Hail Hur-Ishtanim!" in your Party Journal.

Wonderful Nightmares

Each Hero with 3 or more tally marks next to Bonesmoke"in their Hero Journal gains at the start of the next City step.

Conclusion

A Vespir Friend?

If you gained the Vespir Ally and it was not defeated:

The vespir follows you away from the cursed forest, at one point protecting you from a nasty skitterer attack. Once you are clear of the woods, it flies off, but turns to look back at you. Perhaps, one day, you will meet again.

Write "A Vespir Friend" in your Party Journal.

Achievements

Name	Type	Condition
We Resisted the Madness	Group	You successfully completed the scenario and there are 15 or fewer Fate cards in the Fate discard pile.
We Contemplated Our Fate	Group	Story cards F and J were both flipped.
We Destroyed It All	Group	All thickets have been removed.
I Slew a Great Old One	Individual	You dealt the final damage to defeat a Hive Mother or a Giant Zlohian.
I Used Eldritch Knowledge	Individual	You placed a Chthonian tablet on Story card D.
I Followed the Will of Hur-Ishtanim	Individual	You flipped Story card E.

21 The Summoning

Outcome 1: Scenario Success

Having been fatally wounded, Lahai-Kameowele looks around and laughs. It grows bigger and bigger, filling the entire building. The flames in the magic circle become higher and brighter.

"Foolish mor..." it starts, but then bursts into black smoke and bits of demon flesh.

The fires are extinguished and suddenly it is quite dark, only the pale light of the moons illuminating the cellar. Even that is soon smothered by the dark smoke emanating from the magic circle.

You brave the smoke just long enough to grab the Copper Chalice and run out of the building. Thick smoke clouds rise from the offices, nearly obscuring the moons.

Bells are rung and the firegurds run past you, assuming the building is in flames. You stop running and walk calmly away, still holding the Copper Chalice.

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 4 scenario.

Choose one:

A: Take the Copper Chalice to the Cult of the Fifth Eye » 199

B: Take the Copper Chalice to the Jade Tendril » 710

Outcome 2: Fail Forward

You cannot defeat the cultists and the demon. At the door you turn to look and see that the demon is feasting on the body of one of the cultists. He is still alive, unfortunately, and screams in agony.

You run away before the demon decides to eat you!

Conclusion

Each Hero that has "Cursed Coin" written in their Hero Journal crosses it out and gains 10.

Achievements

Name	Type	Condition
Demon Slayers	Group	You defeated at least 1 Lugat Demon and at least Lumin Demons.
A Chance for Redemption	Group	No Cultists were defeated before Lahai-Kameowele was freed.
Looters	Group	All Weird Tentacle Crates were opened.
Dark Ritual	Individual	You read the hexagram ritual (Story card).
Boozy	Individual	You took a sip of Tentacle and threw a barrel into a fire area (Story card E).
Shakin' Hands	Individual	You tamed the Withered Hand (Story card B).

22 Lanimora's Tear

Outcome 1: Scenario Success

You have managed to stop the Shroud attack, and what priestesses remain can finish the ritual in peace. The Day of the Living is saved!

You feel strong protective magic surround Lanimora's Tear. Perhaps it is Lanimora herself looking after you?

After some time, Caillon returns and jumps onboard with a couple of Sable Crown sailors who take control of the ship.

"Thank the stars you managed to stop the attack," Caillon says. "I was not expecting it so soon. It is clear now, we must attack the Shroud. I know they have their secret headquarters in Naedel Falls. Let us take the fight to them!"

Gain Scenario card 24 "Storming Naedel Falls".
Gain +1 Reputation with the Sable Crown.

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 4 scenario.

If the Priestess of Sominai has not been defeated:
The priestess of Sominai kisses each of you on the cheek and says a healing word.

Each Hero discards all their Injury cards and gains .

If the Priestess of Xirion has not been defeated:
"Happy Day of the Living," says the old priestess of Xirion as she touches your foreheads.
Each Hero gains an Inspiration gem .

If the Priestess of Mazurak has not been defeated:
"We have lived today to die another day," the priestess of Mazurak says almost disappointedly, and presents you with her magical armor.
Gain Item card 097 "Scales of Fuoha'Sai".

If the Priestess of Lanimora has not been defeated:
The young priestess of Lanimora says she is satisfied that you defend the old, true gods of the nihteegri. She presents each of you with precious gifts.

Each Hero gains either a Magic Essence token or a Nature Essence token .

Outcome 2: Fail Forward

Tan Gunagill orders his hoodlums to throw the murdered priestesses overboard, making a cruel mockery of the spirit of the Day of the Living.

"Let that be a reminder to all the totem-breaking fools who think they have the liver to stand up against the Shroud," he says. "Let's take this ship!"

Shroud sailors man the ship, remove the flowers, and start sailing it toward an unknown destination.

There is just enough confusion for you to jump overboard and try to swim to safety.

Later, wet and miserable, you meet Caillon on the hills outside the city.

"Stars shone not upon us tonight," he says somberly. "I was not expecting their attack so soon. It is clear now, we must attack the Shroud. I know they have their secret headquarters in Naedel Falls. Let us take the fight to them!"

Gain Scenario card 24 "Storming Naedel Falls".

Conclusion

If you have "Wollyon's Letter" written in your Party Journal and you wish to sell the ring back to him » 763

Achievements

Name	Type	Condition
Protectors	Group	None of the priestesses were defeated.
Firefighters	Group	You put the burning wagon fire out.
Set sail	Group	There is a in the gangplank area.
Holy soup	Individual	You healed a priestess with a bowl of hot herb soup.
Flaming stubborn	Individual	You successfully moved to the other side of the burning wagon (Story card D).
Pirate	Individual	You flipped Story card C, K, or M.

23 The Day of the Living

Outcome 1: Scenario Success

You kill the last priestesses. The Sable Crown should not have used the Day of the Living for a selfish power grab.

"Let that be a reminder to all the totem-breaking fools who think they have the liver to stand up against the Shroud," says Tan Gunagill when he comes to inspect the carnage. "Let's take this ship!"

Shroud sailors man the ship. Later, you sip Tentacle in the captain's cabin with Tan Gunagill.

"I have seen into your very souls," he says to you, "and I believe your hearts are noble and your livers truthful. It is time we cut the head off the viper that is the Sable Crown. We cannot fail."

Gain Scenario card 25 "Upholding the Shroud".
Gain +1 Reputation with the Shroud

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 4 scenario.

After leaving the captain's cabin, you loot the bodies of the dead priestesses.

Gain Item card 097 "Scales of Fuoha'Sai", a Life Essence token, a Death Essence token, a Nature Essence token, and a Magic Essence token.

Outcome 2: Fail Forward

The Sable Crown manages to protect the priestesses long enough for them to finish their ritual.

You feel strong defensive magic surround Lanimora's Tear. You realize you have to flee before the pagan goddesses tear you apart.

As the brigands focus on celebrating the Day of the Living, you jump into the river and swim to safety. Of course, you still have to face Tan Gunagill and tell him you failed.

"You totem-breaking fools let them perform their ritual?" he yells in his office at the Pit. "I ought to butcher you here and now!"

He takes a long sip of honey wine and throws the goblet against the wall.

"I'll give you one more chance to let me see into your very souls and show me your hearts are noble and your livers truthful. It is time we cut the head off the viper that is the Sable Crown. We cannot fail."

Gain Scenario card 25 "Upholding the Shroud".

Conclusion

If you have "Wollyon's Letter" written in your Party Journal and you wish to sell the ring back to him » 763

Achievements

Name	Type	Condition
Expert Assassins	Group	You defeated all the priestesses and the values on the Fate cards in the discard pile and the Timer pile total 45 or less.
Firefighters	Group	You put the burning wagon fire out.
Set Sail	Group	There is a in the gangplank area.
Sacrilegious	Individual	You dealt the final damage to defeat a priestess.
Souper	Individual	You spent a maneuver to eat some soup (Story card A).
Pirate	Individual	You flipped Story card C, K, or M.

24 Storming the Naedel Falls

Outcome 1: Scenario Success

You have dealt with the Shroud and have killed Tan Gunagill himself! More gangsters are coming, so you release the captured Sable Crown leader as fast as you can. He appears to be a nihteegri nobleman in tattered clothes.

"Stars shine upon me today," the Blue Poacher says. "Did Caillon send you? Come, let's make haste!"

Tan's demonic pet, Mazog, is lurking in the corner of the cave. It slowly walks towards you and lays down in front of you in a display of supplication. You bid it to follow, take Tan Gunagill's staff, and then look around to see if there is anything else in the bandit lair you should take with you.

Gain Item card 085 "Staff of Ata Cahay".

Choose a Hero. That Hero may try to tame Tan Gunagill's pet, Mazog:

7 +2 (Pet Training +2, each with the Jade Tendril +1)
Success: Gain Item card 121 "Mazog".

If Lunara is in your party, her player » 064

You return to Runedale and meet with Caillon and the other Sable Crown operatives.

"Stars shine upon all of Benem today," Caillon speaks. "Now that the Shroud is out of the way here in Runedale, we will give a voice to the silent and food for the hungry. And while I appreciate the efforts of every Sable Crown member, I must offer special thanks to these noble heroes." He points at you, and the brigands cheer.

"Now that Runedale is ours, we can focus on helping our comrades in Starhaven," says the Blue Poacher. "The struggle is far from over, but I am convinced our victory is written in the stars. Now, let us sacrifice to the goddesses."

Write "Sable Crown Victorious" in your Party Journal.

Each Hero gains 10 ✪.

Gain +2 Reputation with the Sable Crown.

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 4 scenario.

KIRRON

If Kirron was not defeated:

The veiled assassin Kirron escapes the cave before you can stop him. At the cave entrance leading to his freedom he turns and yells, "I will avenge Tan Gunagill, miscreants, and on that day the stars will shine not upon you!" And with that he is gone.

Write "Kirron's Revenge" in your Party Journal.

Outcome 2: Fail Forward

You fight the Shroud, but they are too many and they are too powerful for you. As more arrive, all you can do is make a fighting retreat, barely holding on to your lives.

In the cliffs of Naedel Falls you see a nobleman in tattered clothes. He is the one the Shroud held captive in the cave. He motions for you to come closer.

"I thank my stars you came. It provided just enough distraction for me to cut my ropes and flee. They call me the Blue Poacher. I assume Caillon sent you?"

If Lunara is in your party, her player » 661

You return to Runedale with your tails between your legs. Before you reach town, you meet Caillon in the surrounding hills.

"Stars shine not upon us today," Caillon speaks. "We can stay in Runedale no longer, for the Shroud has grown too powerful. But we will bide our time and gather our strength to help our brethren in Starhaven when the stars are right. The day will come when we once again give a voice to the silent and food for the hungry."

Write "Shroud Victorious" in your Party Journal.

Conclusion

THE BLESSING OF THE STARS

If Story card L was flipped:

As you travel toward Runedale, there is a clear night when the constellations of Lanimora and Sominai are especially bright, and you feel the protection of the goddesses. Or maybe the stars.

Each Hero gains an Inspiration gem.

Achievements

Name	Type	Condition
Silent Assassins	Group	You succeeded on the group check in the introduction and so did not place any Trap tokens.
Looters	Group	Story cards B, E, H, and J have been removed from play.
Miners	Group	You mined at least 1 lanium ore (Story card A), 1 elemental jade (Story card C), and 1 moonsilver ore (Story card K).
Cut the Head off the Snake	Individual	You dealt the final damage to defeat Tan Gunagill.
No Escape	Individual	You dealt the final damage to defeat Kirron.
Holy Diver	Individual	You succeeded the check on both the ✣ and ◆ Story cards.

25 Upholding the Shroud

Outcome 1: Scenario Success

You manage to stop the Sable Crown attacks and protect the cave. You have managed to kill the Sable Crown's nefarious leader, Caillon. He will not be robbing Runedale gentry any longer. You kill the last of the invading brigands and throw their corpses down the waterfall.

If Lunara is in your party, her player » 584

You return with Tan Gunagill and some veiled assassins to Runedale. There you all gather at the Pit for a lavish party where Tan Gunagill makes a speech.

"Friends! This is as sweet as the honey wine is going to get! We now rule all of Runedale's underworld!" There is much drunken cheering.

"Although we have expert assassins in our ranks, we are indebted to these ruthless heroes. I dedicate my head, my hands, my heart, and my liver to save their lives when they most need me. This I swear on my totem."

As he speaks, you are given drinks, drugs, food, and money, as much as you want. Tonight, no pleasure is off limits to you.

"I have seen into their very souls, and I believe their hearts are noble and their livers truthful! Soon, we will be ready to take on Starhaven itself!"

There is more cheering.

Write "Shroud Victorious" in your Party Journal.

Each Hero gains 20 ✪.

Gain +2 Reputation with the Shroud.

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 4 scenario.

Outcome 2: Fail Forward

You fight bravely, but there are just too many of the Sable Crown. Eventually they manage to storm the barricades and you must retreat through the secret back exit.

Each Hero gains an Injury card.

If Lunara is in your party, her player » 525

You escape the Naedel Falls and return to Runedale with your tails between your legs. You meet the furious Tan Gunagill on one of the hills outside town.

"We have lost Runedale!" he speaks. "The honey wine of life is rotten.

The Sable Crown now rules Runedale's underworld!" There is much hissing and booing. "I thought too much of these outsiders, when we should have used the expert assassins in our ranks." Many glare angrily at you.

"But I have seen into their very souls and I believe that despite their miserable failure, their hearts are noble and their livers truthful! When the spirits will it, we will take on Starhaven itself!"

There is somber cheering, but all in all, the mood in the Shroud camp is dismal.

Write "Sable Crown Victorious" in your Party Journal.

Conclusion

The Blessing of the Stars

If you have been told "Sominai's constellation is lit" (Story card ✣)

As you travel toward Runedale, there is a clear night when the constellation of Sominai is especially bright, and you feel the protection of the goddess. Or maybe the stars.

Each Hero gains an Inspiration gem.

Achievements

Name	Type	Condition
The Sable Crown Routed	Group	You succeeded the scenario and the timer is at 15 or less.
Defend the Barricades	Group	At least 2 of the Barricade tokens by the side of the scenario map are intact side up.
Miners	Group	You mined at least 1 lanium ore (Story card A), 1 elemental jade (Story card C), and 1 moonsilver ore (Story card K).
Cut the Head off the Snake	Individual	You dealt the final damage to defeat Caillon.
Behind Enemy Lines	Individual	You flipped Story card J.
Holy Diver	Individual	You succeeded the check on both the ✣ and ◆ Story cards.

26 Dark Dungeon

Outcome 1: Scenario Success

In destroying his rival, Mahma-Galeezd, you have scored a major victory for Graznak. The tall lusar demon appears in front of you in all his formidable strength and evil glory.

"Graznak likes his loyal servants.
With his Aox he now enchants,
To make you all dark celebrants."

One at a time, Graznak pushes his finger against your chests and draws the sign of Aox. It burns red and is painful for a while, but also feels quite satisfying. The demon grins.

The red walls of lightning disappear and you are free to leave the cavern. And so is Graznak! His grin turns into triumphant, almost deafening laughter.

If you have ⩓ with the Jade Tendril, each Hero gains an Inspiration gem ◆.
Otherwise, gain +1 Reputation with the Jade Tendril.

Each Hero writes "Aox Tattoo: Cursed" in their Hero Journal and gains ◆.
You may not discard this condition while you have "Aox Tattoo: Cursed" in your Hero Journal.

For each Cultist that has not been defeated, pick one of the entries below and read it. You cannot choose the same entry more than once.

» 157 » 424 » 796

Outcome 2: Scenario Success

The defeated Graznak's hooves and legs turn into a stinking mist. He looks in horror and disappointment as the corruption spreads upwards into his abdomen and arms.

"Failed to call me master, I will make you cower.
In the Breach a fortress is my seat of power.
Just remember it is called the Crimson Bower.
I'll rendezvous with you in the topmost tower.

The last words are almost inaudible as Graznak's whole head turns to smoke which is sucked into the portal along with all the other remnants of Aox.

Mahma-Galeezd laughs.

"Now I shall use my power to exert control over the mortals of this realm. And I won't have to listen to any more of Graznak's poetry," she sneers.

It is time to escape the cavern with whatever is left of the cultists.

If Reilton was not defeated » 157
If Celestia Gramask was not defeated » 424
If Dimanjam was not defeated » 796

Outcome 3: Fail Forward

You were never a match for lusar demons. They assume you are dead and start to fight each other. Graznak defeats Mahma-Galeezd and leaves the cavern, removing the walls of lightning. Whatever is left of the cultists follow him.

When you are sure they are gone, you limp out of the cave and back to Runedale.

Each Hero gains an Injury card.

Achievements

Name	Type	Condition
Option A: Help All Gamers	Group	No Cultists were dominated by Mahma-Galeezd.
Option A: Kill All Gamers	Group	All 3 Cultists were dominated by Mahma-Galeezd and all were defeated.
Option B: Help All Gamers	Group	Reilton, Celestia Gramask, and Dimanjam were not defeated. Additionally: If you chose option A at the start of the scenario, none were dominated by Mahma-Galeezd. If you chose option B at the start of the scenario, all 3 A Story cards have been removed from play.
Option B: Kill All Gamers	Group	Reilton, Celestia Gramask, and Dimanjam were defeated.
Demon Slayer	Individual	Mahma-Galeezd or Graznak was defeated and you dealt the final damage to them.
I've Got This	Individual	You moved through at least one active crimson energy wall and there was at least one other Hero who did not move through any.

27 The Magical Menagerie

Conclusion

Your victory points equal the number of Fate cards remaining in the Fate deck.

If you have scored 12 or more victory points » 261
If you have scored between 10 and 11 victory points » 640
If you have scored 9 or fewer victory points » 142

Reminder: Do not remove this Scenario card from the game. In the next City step, do not reveal a City Event card and do not spend any City Activity points. You may not play an arena scenario in the next Scenario step.

28 The Furnace of the Ancients

Outcome 1: Scenario Success

You take the Orbs of Power which are no longer trapped by the magic in the furnace. The lightning converges at the base of the tower, circling the spire higher and higher until it is finally channeled back into the rift, emitting a thick caustic smoke.

You sense Aox magic being released and then contained. As the smoke clears, you realize the rift is closed.

You all gather on top of the tower to witness a white beam of light erupting from the apex, painting the dark clouds pink and orange like a beautiful sunrise. Your wounds are miraculously healed and your magical strength restored.

The Furnace of the Ancients now works as it was meant to, drawing on the power of the volcano and transforming it into raw magic.

The demon worshipers always speak of gaining power unlimited. It looks like, in this incredible magicanism, you have finally discovered a real source of boundless energy.

With the device now operating normally, the lava veins start to cool and dry up. The top of Echo Mountain is filled with new formations of volcanic rock and flattens into a plateau.

You see a white-haired warlock ascend one of the cliffs to the east. Essylit the Unerring looks upon the scene with thirsty eyes, as if this is something she has long yearned for.

At the same time, on the western side, Hemet One-Flame, leader of the Amethyst Order, approaches, observing the Furnace of the Ancients. When he sees Essylit, he draws his mighty blade, Glacial Fang. "Sun's Fire, Essylit, you shaded hedge-witch! This belongs to the Order!"

"Nay, Hemet, you star-shunned peddler, 'tis the Council's." With shaking hands, she points her staff, Vyrgon's Stave, at him.

Standing in the middle, on top of a volcano, you realize this is a battle long in the making, and one you cannot avoid.

Each Hero discards all their Injury cards.

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 5 scenario.

Outcome 2: Fail Forward

The raw and chaotic magical powers keep clashing, and the lightning continues to strike at the lava flows from the tower. You were no match for the Furnace of the Ancients, and will likely perish here on Echo Mountain.

As you mourn your fate, vespirs descend upon you, looking to scavenge anything shiny. Soon they will feed on your corpses, but you'd rather they took just your gemstones for now.

Just then you see a surprising sight appear the top of the mountain, warlocks armed with powerful charms to protect them from the lightning.

You barely have enough energy to watch as some of them practice their geomancy while others place infused agura crystals in the chalices. One of the warlocks removes two Orbs of Power from the base of the spire; one azure, the other crimson! They burn his hands and he quickly puts them aside as if they were just dangerous debris.

The lightning now converges at the base of the tower, circling the spire higher and higher until it is finally channeled back into the rift, emitting a thick caustic smoke.

You sense Aox magic being released and then contained. As the smoke clears, you realize the rift is closed.

A white beam of light erupts from the apex, painting the dark clouds pink and orange like a beautiful sunrise. Your wounds are miraculously healed and your magical strength restored. The Furnace of the Ancients now works as it was meant to, drawing on the power of the volcano and transforming it into raw magic.

The demon worshipers always speak of gaining power unlimited. It looks like, in this incredible magicanism, you have finally discovered a real source of boundless energy.

With the device now operating normally, the lava veins start to cool and dry up. The top of Echo Mountain is filled with new formations of volcanic rock and flattens into a plateau.

Essylit the Unerring appears on top of the cliff to the east. "The stars shine upon us today," she says gleefully. "The Furnace of the Ancients is finally in the hands of the Council."

At the same time, on the western side, Hemet One-Flame approaches, observing the Furnace of the Ancients. "The Amethyst Order thanks you for repairing the Furnace of the Ancients for us. Now begone." He draws his mighty blade, Glacial Fang.

"Nay, Hemet," replies Essylit, "you star-shunned peddler, 'tis the Council's." With shaking hands, she points her staff, Vyrgon's Stave, at him.

Stuck in the middle, on top of a volcano, you realize this is a battle long in the making, and one you cannot avoid.

Discard all Elemental Gem, Blood Ruby, and Runic Diamond tokens.
Each Hero discards all their Injury cards and starts the next scenario with 3 spent stamina.

Choose a Hero to run to the tower and pick up the Orbs of Power. That Hero starts the next scenario "The Battle of Echo Mountain" in A and gains an Inspiration gem.
Gain Item cards 139 "Orb of Aiun" and 142 "Orb of Aox".

Conclusion

Skip the next City step. Gain Scenario card 29 "The Battle of Echo Mountain". It must be the next scenario you play.

Achievements

Name	Type	Condition
Engineers	Group	There are 3 or more Fate cards in the Fate deck.
Ixar Has Woken	Group	You have "Ixar Has Woken" in your Party Journal.
Shiny Things	Group	You still have at least 5 Item tokens that you gained from this scenario.
Polarity Reverser	Individual	You helped to reverse the polarity (Story card '●').
Shifty Friend	Individual	You contacted the Shifting Skeleton (Story card P).
Lightning Bather	Individual	You were in M during a Sector attack.

29 The Battle of Echo Mountain

Outcome 1: Scenario Success

You defeat the warlocks and manage to stabilize the Furnace.

Hemet One-Flame, grievously wounded by Essylit the Unerring, limps over to you. "Thank the Sun you were here to help," he says. "The full power of the Furnace of the Ancients is now in the grasp of the Amethyst Order. It will make us almost as strong as the Burning Sun, and just as deadly! Nothing can stand in the way of our prosperity now!"

He drinks a healing potion and then walks over to the dying Essylit the Unerring, looking at her not with anger, but with remorse.

"Goodbye, my love," he says. "I will contact the Council to make sure your body is embalmed and sent to your family in Starhaven. May the sun shine on you now and always."

And with that he draws Glacial Fang and lunges it through her chest.

That evening you leave Echo Mountain and start the journey home with Hemet and the remaining Doom Knights.

Gain Item card 086 "Vyrgon's Crook".
Each Hero gains 10 ✪.
Gain +2 Reputation with the Amethyst Order.
Write "Runesmith Access" in your Party Journal.
Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 5 scenario.

Outcome 2: Scenario Success

You defeat the doom knights and manage to stabilize the Furnace.

Essylit the Unerring, grievously wounded by Hemet One-Flame, limps over to you. "Stars knew I was right to trust you," she says. "Once again I am unerring. The full power of the Furnace of the Ancients is now in the claws of the Council of Eight. We will regain the power we once held and again rule over Agemonia with wisdom. I thank you."

She chews on a healing herb and then walks to the dying Hemet One-Flame, looking at him not with anger, but with pity.

"Goodbye, my rival. My friend. My love," she says. "I will contact the Church of the Burning Sun so that your body may be burnt at the Solar Temple and buried at the Necropolis of the House of One-Flame. May you be with the stars now."

With that she points Vyrgon's Stave at Hemet and, in a current of purple steam, draws the last breath of life from him.

That evening you leave Echo Mountain and start the journey home with the remaining warlocks.

Gain Item card 076 "Glacial Fang".
Each Hero gains 10 ✪.
Gain +2 Reputation with the Council of Eight.
Write "Arcane Workshop Access" in your Party Journal.
Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 5 scenario.

Outcome 3: Fail Forward

The battle rages on with neither Hemet nor Essylit sparing a thought for the furnace. The device lets out a horrible screeching sound as the massive energy of the volcano builds up in the tower.

Steam and magical energy escape from cracks in the tower with enormous force and the entire building explodes into tiny pieces, debris raining down on you and the warlocks and the Doom Knights. The power of the volcano has been released and you realize the mountain might soon erupt. The quartz and moonsilver in the stone turns to liquid and seeps away through the rocks.

You escape the mountain with the last of your strength, and so does everyone else.

Hemet One-Flame is hit by a falling rock and he falls down near a fresh pit of lava. Noticing this, Essylit the Unerring turns around and runs to her unconscious rival, magically picking the enormous ignisaur up. Whatever strange relationship they have, she apparently does not wish him dead.

They flee the eruption together but you lose sight of them during your escape, and return home alone.

Conclusion

If you have "Ixar Has Woken" in your Party Journal and Ixar was not defeated » 039
If you have "Fiendstalker Elite" in your Party Journal » 844

Achievements

Name	Type	Condition
Efficient Fixers	Group	You stabilized the furnace as quickly as possible, i.e. the timer was running during every round until you stabilized the furnace.
Protectors	Group	Hemet One-Flame (option A) or Essylit the Unerring (option B) was not defeated.
Ixar Lives	Group	You have "Ixar Has Woken" in your Party Journal and Ixar was not defeated.
Inspector	Individual	You spent a maneuver to flip Story card A.
Stabilizer	Individual	You succeeded at a check on Story card A.
Cut the Head off the Snake	Individual	You dealt the final damage to defeat Essylit the Unerring (option A) or Hemet One-Flame (option B).

30 The Mansion of Broken Hearts

Outcome 1: Scenario Success

With the Orb of Power in your hands, you leave behind the illusions and the decades of pent-up frustration that fill Pennark Mansion.

The house was full of the signs of the love Lord Wollyon and Lady Reiltiss once shared for each other. That it has now turned to bitterness is perhaps a sign that some things never last, and that even the best of intentions can have disheartening outcomes.

Perhaps one day their marriage could have been saved, but nothing can bring them happiness now.

You hope to wash away the memory of them and their home as quickly as possible, and imagine a happier future for yourselves and for Agemonia.

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 5 scenario.

Outcome 2: Scenario Success

The two paintings now brought together, the images of the young Reiltiss and Wollyon look each other in the eyes.

"Happy wedding day, my love," says the woman.

"Happy wedding day, darling," the man replies.

The paintings cannot drink the wine you have brought them, but they seem quite happy just being together at last.

"By the stars," says someone behind you. You turn around and see the real Lady Reiltiss staring at the young lovers with tears in her eyes. "We used to be so happy..."

"Aye, those were good years." The real Lord Wollyon speaks from a distance, and warily approaches his wife.

"The stars were right then," Lady Reiltiss says.

"Maybe they could be right once more?" Lord Wollyon suggests. "Would you like that?"

Lady Reiltiss stares at him, studying his face. "Is this another one of your tricks?" she asks.

"Nay," he says. "I love you, Reiltiss."

"Oh, Wollyon, I love you, too!"

With a twirl of his finger, the wine bottles are uncorked and poured into two floating wine glasses.

"Happy wedding day, darling," says Lord Wollyon.

Lady Reiltiss does not join in the toast. She looks at you. "Why are they still here?" she asks.

Lord Wollyon looks at you as if he had already completely forgotten about your presence. "What do you want?" he asks.

You tell him you want the Orb of Power.

"And have it you shall," he says. The Orb flies over to you and you examine it, making sure it is not an illusion. "Take this, too," Lord Wollyon says, giving you his cane.

"Happy wedding day, my love," Lady Reiltiss says to her husband as you walk out of the mansion with the Orb.

Gain Item card 084 "Moonsilver Cane".
Gain Item card 140 "Orb of Ferox" if you do not already have it.
Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 5 scenario.

Outcome 3: Fail Forward

Lord Wollyon's guards, illusions, and traps are simply too much for you. You wake up locked in the cellar with Lord Wollyon's giant head floating around, mocking you. It is only an illusion of course, but a particularly annoying one.

A servant enters, and then screams when she sees you there.

Soon you are joined by Lady Reiltiss. "What on Agemonia are you doing here?" she demands.

You tell her you are prisoners of her husband.

"And what business did you have in our house?"

You tell her you were looking for the Orb of Power.

"If I give it to you, will you leave, never to return?"

This is a promise you would be glad to keep.

Lady Reiltiss leaves the cellar and returns carrying the Orb of Power, followed by two Pennark guards.

"These gentlemen will escort you out," she says. "Heaven protect."

Gain Item card 140 "Orb of Ferox" if you do not already have it.

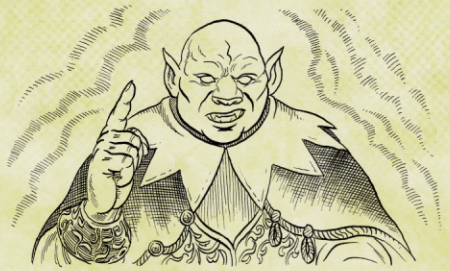
Conclusion

Reminder: If you have and were looking for an antidote, you may now discard .

If you have "Jejak's Gratitude" in your Party Journal, cross it out. If Jejak was spawned and not defeated » 162

Achievements

Name	Type	Condition
Matchmakers	Group	You achieved Outcome 2: Scenario Success.
Arm in Armor	Group	All Decorative Armors were searched and so Story card B was removed from play.
Forewarned is Forearmed	Group	You broke at least two illusions on the Story cards that gave a positive outcome (079, 314, 466, 416, 375, and 513) but none that gave a negative outcome.
No Peeking	Individual	You covered the statue of Wollyon Pennark with a tapestry (Story card G).
Investigator	Individual	You were the first Hero to enter an area on the Second Floor map.
Dispeller	Individual	You placed a token on a Story card with a "Dispel illusion" section title.



31 The Beacon of Destiny

Outcome 1: Scenario Success

You place the final Orb of Power into its receptacle, activating a magicanism under the floor. The receptacles slowly turn upside down, hiding the glowing Orbs of Power.

The disk and the whole vault now begin to glow with a crimson light. The mouths of the stone heads open to scream in pain as they slowly crumble away.

A loud melody, like a demonic chant, fills the chamber. The circular vault shakes and rotates, and you struggle to keep your balance. You realize it is being lifted up into the air from the pit where it was buried.

As it reaches ground level, you jump out, but the vault keeps floating higher. When it has reached the tops of the younger trees, it stops and its red light grows brighter and brighter, spreading its poisonous magic everywhere.

The malodorous plants of Rotwood grow and spread vigorously, its cacodaemoniacal creatures gain in power, and Hur-Isthanim itself welcomes this new turn of events with glee.

The disk turns into a portal into the Breach, through which a small demon jumps in. It falls to its knees in the presence of Rotwood.

You delight in the Aox energy, feeling it course through your veins. Amon Pennark promised you power overwhelming, and you now get a feeling of what it must be like.

Then you see him, standing on his floating disk. The half-nihteegri half-demon is horrible to look at, but his strength is immensely appealing.

"I'm glad you have seen the error of your ways," he says proudly. "With the Beacon of Destiny corrupted, our task is nearly done. The ages-old High Temple of the Keepers of the Breach rests next to the Grand Monolith in the town of Mossport. The Monolith is now corrupted and the Pennark army is set to invade the town. With your help, we will liberate the High Temple and establish a new kind of rule for Agemonia. Come see me at Fort Pennark so that together we may attack Mossport."

Still happily full of Aox energy, you leave for Runedale.

Write "Vault of Time Corrupted" in your Party Journal.
Gain +1 Reputation with House Pennark.
Gain +1 Reputation with the Jade Tendril.
Gain Scenario card 35. "The Fall of the Keepers".

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 5 scenario.

Outcome 2: Scenario Success

You place the final Orb of Power into its receptacle, activating a magicanism under the floor. The receptacles slowly turn upside down, hiding the glowing Orbs of Power.

The disk, the stone heads, and the whole vault now begin to glow with an azure light. The mouths of the stone heads open and they begin to hum or sing a pleasant melody. This is the Song of the Ancients you recognize from Skyrender, and you are welcome to join in.

What remains of the doom knights is washed away by the power of Aiun.

The circular vault shakes and rotates and you struggle to keep your balance. You realize it is being lifted up into the air from the pit where it was buried.

As it reaches ground level, you jump out, but the vault keeps floating higher. When it has reached the tops of the younger trees, it stops. Its light grows brighter and brighter, clearing Rotwood as it does so. It eventually becomes too bright to look at, and you have to avert your eyes. From somewhere above you, you hear the disembodied voice of Amon Pennark screaming insults at you before it fades away.

You look down, and through the pit you see into the Breach, but the nightmarish distortions of that realm are washed away by the power of Aiun bringing light and hope even there.

When you look up again, you can see the ground has been cleared of its cacodaemoniacal growth almost as far as the eye can see. The power of Aiun has struck back against Rotwood.

You now hear the voice of Aiun.

"Keepers of the Breach. You have strived to light beacons to protect living things from the corrupting power of Aox. You have been tested, but you have not veered away from the light. But still does the fate of Agemonia lie in your hands. The High Temple of the Keepers of the Breach awaits next to the Grand Monolith in the town of Mossport. Your actions have activated the Monolith. Open the temple and re-establish the power of the Keepers in Agemonia. But beware, for the forces of Aox will want to stop you at all cost."

You return to Runedale, intent on immediately continuing on towards Mossport. The road to the mountains is now cleared of Rotwood's influence and you hear not even a whisper of Hur-Ishtanim. You are truly doing the work of Aiun and saving Agemonia!

Write "Vault of Time Lit" in your Party Journal.
Gain +1 Reputation with the Keepers of the Breach.
Gain Scenario card 34 "Keepers of the Breach"

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 5 scenario.

Outcome 3: Fail Forward

More doom knights appear and stand guard around you, but do not yet kill you. One of them slowly turns and walks toward the disk. It reaches into an opening in the back of another doom knight, which perhaps once held an agura crystal. It pulls out an Orb of Aox.

The doom knight takes the crimson Orb to the disk and places it in a receptacle.

The receptacles slowly turn upside down, hiding the glowing Orbs of Power.

The disk and the whole vault now begin to glow with a crimson light. The mouths of the stone heads open to scream in pain as they slowly crumble away.

A loud melody, like a demonic chant, fills the chamber. The circular vault shakes and rotates, and you struggle to keep your balance. You realize it is being lifted up into the air from the pit where it was buried.

As it reaches ground level, you jump out, but the vault keeps floating higher. When it has reached the tops of the younger trees, it stops and its red light grows brighter and brighter, spreading its poisonous magic everywhere.

The malodorous plants of Rotwood grow and spread vigorously, its cacodaemoniacal creatures gain in power, and Hur-Isthanim itself welcomes this new turn of events with glee.

The disk turns into a portal into the Breach, through which a small demon jumps in. It falls to its knees in the presence of Rotwood.

The Aox power is too much to take. You realize you will perish here if you do not escape!

You run as fast as you can, the voice of Aiun speaking in your heads. "Keepers of the Breach. You have failed to light the Beacon of Destiny. But still does the fate of Agemonia lie in your hands. The High Temple of the Keepers of the Breach is in dire danger for it rests next to the Grand Monolith in the town of Mossport. The Monolith is now corrupted. Amon Pennark will try to destroy the High Temple, and establish his rule over Agemonia."

You run towards the mountains even though that means you must pass through Rotwood, now even more powerful than before.

Half dead and half mad, you finally return to Runedale, intent on immediately continuing on towards Mossport. What little hope there is for Agemonia lies in your weakened hands.

Write "Vault of Time Corrupted" in your Party Journal.
Gain Scenario card 34 "Keepers of the Breach".

Conclusion

If you have "Shantor's Secret Cache" in your Party Journal » 081

Achievements

Name	Type	Condition
Short Work	Group	You successfully completed the scenario, and the timer is at 30 or less.
Slayers	Group	You defeated all Enemies.
Full Power	Group	Each of the four Teleporter tokens was flipped active side up during the scenario (not necessarily at the same time).
Cut the Head off the Snake	Individual	Amon Pennark was defeated and you dealt the final damage.
Doomed	Individual	You defeated a Doom Knight using a Cube of Disintegration (see Story card B).
Aiun Communicators	Individual	You successfully communicated with a stone head.

32 The Beacon of Doom

Outcome 1: Scenario Success

You place the final Orb of Power into its receptacle, activating a magicanism under the floor. The receptacles slowly turn upside down, hiding the glowing Orbs of Power.

The disk and the whole vault now begin to glow with a crimson light. The mouths of the stone heads open to scream in pain as they slowly crumble away.

A loud melody, like a demonic chant, fills the chamber. The circular vault shakes and rotates, and you struggle to keep your balance. You realize it is being lifted up into the air from the pit where it was buried.

As it reaches ground level, you jump out, but the vault keeps floating higher. When it has reached the tops of the younger trees, it stops and its red light grows brighter and brighter, spreading its poisonous magic everywhere.

The malodorous plants of Rotwood grow and spread vigorously, its cacodaemoniacal creatures gain in power, and Hur-Isthanim itself welcomes this new turn of events with glee.

The disk turns into a portal into the Breach, through which a small demon jumps in. It falls to its knees in the presence of Rotwood.

You delight in the Aox energy, feeling it course through your veins. Amon Pennark promised you power overwhelming, and you now get a feeling of what it must be like.

Then you see him, standing on his floating disk, entering Agemonia from the Breach. The half-nihteegri half-demon is horrible to look at, but his strength is immensely appealing.

"On this day the stars shine upon us," he says proudly. "With the Beacon of Destiny corrupted, our task is nearly done. The ages-old High Temple of the Keepers of the Breach rests next to the Grand Monolith in the town of Mossport. The Monolith is now corrupted and the Pennark army is set to invade the town. With your help, we will liberate the High Temple and establish a new kind of rule for Agemonia. Come see me at Fort Pennark so that together we may attack Mossport."

Still happily full of Aox energy, you leave for Runedale.

Write "Vault of Time Corrupted" in your Party Journal.
Gain +1 Reputation with House Pennark.
Gain +1 Reputation with the Jade Tendril.
Gain Scenario card 35. "The Fall of the Keepers".

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 5 scenario.

Outcome 2: Fail Forward

The power of Aiun is too strong for you. The receptacles do not open and you have no place for the Orb of Aox. The blazing eyes of the stone heads will kill you if you do not leave the Vault of Time now!

You climb up and walk out into the clearing outside the vault surrounded by the Rotwood. "Hail Hur-Ishtanim!"

As you rest there, out of breath and dreading the trip home through Rotwood, you hear the deep, charismatic voice of Amon Pennark. You cannot say where it is coming from, but somehow he is speaking to you.

"On this day the stars shine not upon us," he says seriously. "I was counting on you to corrupt the Beacon of Destiny so that the Grand Monolith would be corrupted as well. It rests next to the High Temple of the Keepers of the Breach in Mossport. With the Pennark army set to invade Mossport, it would have been most prudent to retake the High Temple as well. Even so, we will still eventually establish a new kind of rule for Agemonia. Come see me at Fort Pennark so that we may attack Mossport together."

With that, his voice is gone, and you only hear the soft hum of the Vault of Time and the nightmarish whispers of Rotwood.

The next day you begin your journey home through the cursed forest, just as bad as it was previously, or maybe even more so. "Hail Hur-Ishtanim!"

Half dead and half mad, you finally return to Runedale, intent on immediately continuing on towards Mossport. Though you have failed Amon Pennark, you still have a chance to be victorious by his side.

Gain Scenario card 35. "The Fall of the Keepers".

Achievements

Name	Type	Condition
Short Work	Group	You successfully completed the scenario, and the timer is at 30 or less.
Slayers	Group	You defeated all Enemies.
Full Power	Group	Each of the four Teleporter tokens was flipped active side up during the scenario (not necessarily at the same time).
Aox Orb	Individual	You placed the Orb of Aox in a receptacle.
Head Shot	Individual	You dealt the final damage to defeat a Stone Head.
Tentacle Tamer	Individual	You entered an area containing tentacles at least once, but never gained a condition from them.

33 The Cursed Sepulcher

Outcome 1: Scenario Success

As the last of you returns to their body, the necromantic energy of the crypt is released. The harp crumbles to pieces and the protective magic keeping Lord Hyperion bound here disappears.

"At last the stars shine upon me!" Lord Hyperion's ghost says gleefully as it returns to its corpse. The withered body sits up and climbs out of the coffin, a powerful undead magus.

You prepare to fight him, but instead Lord Hyperion laughs.

"I thank you, my saviors! With your help I will retake my city and make those who betrayed me pay dearly for their crimes! They will lose much more than their head and tail. Aye, they will lose their very souls!"

Since he pays the Egg of Death no heed, you run to pick it up as he is walking toward the stairs. You leave the crypt with the egg and ascend the stairs to the corridor.

"The stars shine upon me tonight," the undead magus muses. "I have spent so long without seeing the night sky and without hearing any music. Now I mean to enjoy my life."

As powerful as the undead magus is, he does not really have a life to enjoy, but perhaps he can still hear music as he deals his vengeance. As you enter the corridor you see Cel who kneels in front of Lord Hyperion.

"Master Hyperion," she says. "Heaven protect and greetings to the living. I thank you for returning to teach us, your followers."

"Aye, aye," says the ages-old magus and with a flick of his wrist sucks the life force out of Cel, turning her into a dried-up husk. She collapses on the floor. You did not even have a chance to present her with the egg.

As you exit the catacombs, Lord Hyperion draws in the night air even though he has no need to breathe.

"Agemonia has not seen the last of me," he says as he walks out into the night.

You are left with the Egg of Death. You have no need for such a thing. What will you do with it?

Choose one:

A: Take the egg to a quothian witch. » 735

B: Take the egg to the Cult of the Fifth Eye who are interested in such things. » 576

C: Take the egg to the Cosmographers for them to study. » 425

Reminder: Each Hero gains an Inspiration gem for successfully completing a Level 5 scenario.

Outcome 2: Fail Forward

The horrid powers of the sepulcher are too much for you. You start to crawl back towards Cel who is waiting for you in the crypt corridor above the sepulcher.

As you cross the constellation of death, the protective magic keeping Lord Hyperion bound here is disrupted. Seizing his opportunity, Lord Hyperion enters his body and sits up in his sarcophagus, now a powerful undead magus.

"I thank you, my saviors! With your help I will retake my city and make those who betrayed me pay dearly for their crimes! They will lose much more than their head and tail. Aye, they will lose their very souls!"

He storms out of the crypt before anyone has a chance to stop him.

As you finally leave the crypt, you discover that Cel has been turned to dust by Lord Hyperion who now roams free in Agemonia!

Later you hear that the Cult of the Fifth Eye found out about your exploits and sent some archeologists to recover anything they could find.

Outcome 3: Fail Forward

The horrid powers of the sepulcher are too much for you and you have been separated from your lifeless corpse for too long. Stuck between the worlds of the living and the dead, you are doomed to haunt Runedale forever!

Unless you come up with something clever.

You approach Cel who waits in the crypt corridor above the sepulcher. You speak to her, but while she can hear something, she does not understand your intentions.

You float in the crypts, manors, and bell towers of the town looking for salvation.

Eventually you reach the Temple of the Fifth Eye and through an artifact of the ancients manage to communicate with a priest.

He later leads a bunch of priests and archaeologists into the crypt. The priests ward off the revenants while the archaeologists carefully explore the vault. The archeologists take the antique armor and jewelry and the Egg of Death with them as they leave.

The priests remain in the sepulcher and begin to chant. You feel your spirits returning to your bodies, as does Lord Hyperion, who enters his body and sits up in his sarcophagus, now a powerful undead magus.

You and the priests of the Fifth Eye prepare to fight him, but instead Lord Hyperion laughs.

"I thank you, my saviors! With your help I will retake my city and make those who betrayed me pay dearly for their crimes! They will lose much more than their head and tail. Aye, they will lose their very souls!"

He storms out of the crypt before anyone has a chance to stop him.

You realize that your bodies, while now reacquainted with your spirits, are in poor condition. The priests do their best to heal you.

As you finally leave the crypt, you try to find your employer Cel, but find out she has been turned to dust by the undead magus. Lord Hyperion now roams free in Agemonia!

At the start of the next City step, each Hero with "Repossess" in their Hero Journal crosses it out and, depending on your ^ with the Cult of the Fifth Eye:

No Rank » Suffer 5 damage, lose 5 stamina, and gain an Injury card.

^ » Suffer 3 damage, lose 3 stamina, and gain an Injury card.

^^ » Suffer 2 damage and lose 2 stamina.

^^^ » Suffer 1 damage and lose 1 stamina.

Achievements

Name	Type	Condition
Happy Hyperion	Group	Story card ● was never on its Enemy side at the end of a round.
He Deserved to Know	Group	You have "Hyperion Knows" in your Party Journal.
Stargazers	Group	You flipped back Story cards D & E at least once each.
Disarmer	Individual	You disarmed at least one trap (Story card F).
Spirit Armor	Individual	You activated a suit of Star Dastro's armor (Story card B).
Out of Body Experience	Individual	You repossessed your body (Story card G).

34 Keepers of the Breach

Outcome 1: Scenario Success

You are dirty, bloodied, and wounded. Mossport is more a battlefield than a city, but it is a battlefield of victory. You have protected the civilians, defended the monolith, defeated the invading army, and saved the city. You have saved Agemonia!

You drag your tired bodies towards the obelisk where you see each others' weary faces. The agurian on top of the monolith spreads his arms wide and you feel an enormous wave of healing Aiun energy passing over the city and up towards the sky.

The wave also opens a portal into the Breach and at first you are alarmed, but then you realize the wave is also washing over that strange realm, cleaning it of Aox.

The sun is setting on the safeguarded city where workers have already begun clearing the debris and looking for survivors. You are summoned to the Moonsilver for an audience with Prince Walon Yorel. He is no longer wearing his armor and he has donned a light blue cape of quothian silk. Courtiers, cosmographers, priestesses, and knights are gathered around him you as you approach.

"On this day, in the name of the Principality of Mossport, under Heaven all-seeing, for the heroic deeds of protecting the city and saving Agemonia from Aox, I do hereby knight you into the Honorable Order of Lanimora."

He carefully places his sword on each of your shoulders and then motions for you to stand up. You turn to face the gathered crowd and they cheer you.

You have discovered two beacons, unlocked the mysteries of Lok Torr and braved the horrors of Rotwood, been cut and cursed, won battles and lost them, but by working together towards a noble goal, you have emerged victorious. You cannot help but remember your erstwhile teacher Shantor Three-Birds and think she would be proud of you.

You turn your eyes to look at your companions who have come all this way with you. The memories of your escapades together will never leave you.

The sun sets over land and the sky turns a golden color as the first stars of the night start to shine over Agemonia.

Outcome 2: Fail Forward

You are dirty, bloodied, and wounded. Mossport is more a battlefield than a city. A battlefield of defeat. More and more invading soldiers keep marching into the city, rooting out the few survivors, and desecrating its holy places.

You retreat into the harbor and into the last ship carrying survivors. Pennark soldiers shoot at you from the piers, but eventually you make it out of their range. Later, you are taken to Moonsilver to talk with Prince Walon Yorel, still wearing his armor.

"On this day the stars shine not upon us," he says, frowning. "They have taken Mossport and that is a horrible tragedy for House Yorel and the people of Mossport. But see Amon Pennark down there before the obelisk? That is a tragedy for all of Agemonia."

You barely see his tiny figure in the Monolith Plaza, but sense the Aox energy flowing from Amon Pennark as he approaches the obelisk. An enormous wave of harmful Aox energy passes over the city and up towards the sky, hitting the airship.

The wave also opens a portal into the Breach allowing demons and Aox energy to enter Agemonia unimpeded.

The sun is setting on the city where soldiers are looking for survivors to torture or enslave.

You have discovered two beacons, unlocked the mysteries of Lok Torr and braved the horrors of Rotwood, been cut and cursed, won battles and lost them, but when the fate of all of Agemonia was at stake, you failed. You cannot help remembering your erstwhile teacher Shantor Three-Birds and think she would be proud of you having done your best even if you ultimately failed.

You turn your eyes to look at your companions who have come all this way with you. The memories of your escapades together will never leave you.

The sun sets over land and the sky turns a golden color as the first stars of the night start to shine over Agemonia.

Conclusion

Your adventures in Agemonia are over, for now. History will be filled with your great deeds and you have changed the world forever.

Thank you for playing Agemonia. Now that you have experienced the entire campaign, why not join our Agemonia Legends Discord channel to let others know of your adventures and to hear about theirs? You may also want to take some final photos of your Heroes and share them.

Agemonia Legends Discord channel: https://discord.gg/Ujkj2y36fn

Store your Hero using your Hero tray as normal. You never know when they may be called upon again in the future!

If you are planning in playing the campaign again, keep your final Hero photos as a record of their set up.

Achievements

Name	Type	Condition
Resolutely Resolved	Group	Story card A and all 8 Citizen cards were placed in the Resolved pile.
Portcullis Closed	Group	You flipped Story card F.
Full Power	Group	All teleporters were activated (see Story card N).
Mighty Defenders	Group	No Beast Enemy was ever within [Range 1] of ⚇.

35 The Fall of the Keepers

Outcome 1: Scenario Success

You are dirty, bloodied, and wounded. Mossport is more a battlefield than a city. A battlefield of victory. More and more invading soldiers march into the city, rooting out the few survivors and desecrating its holy places.

You are overseeing the occupation of the city when you hear a horn blowing behind you. You turn to see Amon Pennark on his floating disk approaching the Mossport Monolith. He is accompanied by doom knights and Pennark soldiers, with cautious courtiers and cosmographers following in their footsteps.

"On this day the stars shine upon us," your half-demon master says gleefully. "With your help we have taken Mossport. That is a great victory for House Pennark. But corrupting the obelisk is a great victory for all of Agemonia."

The agurian on top of the obelisk raises his hands to oppose Amon Pennark, but the former Keeper is too much for him. The agurian is overpowered and so is the obelisk. An enormous wave of roaring Aox energy passes over the city and up towards the sky.

The wave also opens a portal into the Breach allowing demons and Aox energy to enter Agemonia unimpeded, the demons bowing in front of Amon Pennark as they await his orders.

The Pennark followers gather around you as Amon Pennark addresses you again.

"On this day, in the name of the Pennark Empire, under Heaven all-seeing, for the heroic deeds of taking the city and liberating Agemonia from the influence of Aiun, I do hereby knight you into the Honorable Order of Graznak."

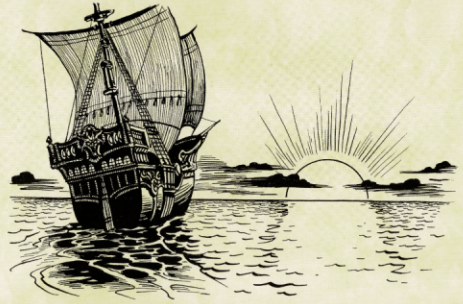
He carefully places his sword on each of your shoulders and then motions for you to stand up. You turn to face the gathered crowd and they cheer you.

You have discovered two beacons, unlocked the mysteries of Lok Torr and braved the horrors of Rotwood, been cut and cursed, won battles and lost them, and when the fate of all of Agemonia was at stake, you triumphed. You try not to remember your erstwhile teacher Shantor Three-Birds or think what she would say about this. But your current teacher, Amon Pennark, is here and with his help you will have power overwhelming!

You turn your eyes to look at your companions who have come all this way with you. The memories of your escapades together will never leave you.

The sun sets over the land and the sky turns a golden color as the first stars of the night start to shine over Agemonia.

Outcome 2: Fail Forward



You are dirty, bloodied, and wounded. Mossport is more a battlefield than a city. A battlefield of defeat. The Pennark soldiers are no match for the partisans, the Yorel knights, the korallian Shivertroops, and the power of Aiun which still protects Mossport.

You retreat into the harbor and a boat takes you to Amon Pennark's ship which is already starting to sail back to Fort Pennark.

Yorel soldiers shoot at you from the piers, but eventually you make it out of their range.

"On this day the stars shine not upon us," Amon Pennark growls. "They have held Mossport. That is a horrible tragedy for House Pennark. But they have also kept hold of the obelisk. That is a tragedy for all of Agemonia."

The monolith is already out of sight, but you can feel an enormous wave of burning Aiun energy passing over the city, up towards the sky, and even hitting your ship. Amon Pennark explains that the wave will have cleared Aox from the Breach, making your plans of world domination even more distant.

The sun is setting in front of you as you sail to safety.

You have discovered two beacons, unlocked the mysteries of Lok Torr and braved the horrors of Rotwood, been cut and cursed, won battles and lost them, but when the fate of all of Agemonia was at stake, you failed.

You try not to remember your erstwhile teacher Shantor Three-Birds or think what she would say about this. But your current teacher, Amon Pennark, is here and he is disappointed.

You turn your eyes to look at your companions who have come all this way with you. The memories of your escapades together will never leave you.

The sun sets over the sea and the sky turns a golden color as the first stars of the night start to shine over Agemonia.

Conclusion

Your adventures in Agemonia are over, for now. History will be filled with your great deeds and you have changed the world forever.

Thank you for playing Agemonia. Now that you have experienced the entire campaign, why not join our Agemonia Legends Discord channel to let others know of your adventures and to hear about theirs? You may also want to take some final photos of your Heroes and share them.

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Store your Hero using your Hero tray as normal. You never know when they may be called upon again in the future!

If you are planning in playing the campaign again, keep your final Hero photos as a record of their set up.

Achievements

Name	Type	Condition
Resolutely Resolved	Group	Story card A and all 8 Citizen cards were placed in the Resolved pile.
Portcullis Opened	Group	You flipped Story card F.
Full Power	Group	All teleporters were activated (see Story card N).
Head Shot	Group	You destroyed the stone head (Story card E).

36 The Five-Maw

Conclusion

Your victory points are equal to the number of ⬤ tokens in your scoring pile. If all Heroes were exhausted, your victory points equal 0.

If you have scored 9 or more victory points » 566

If you have scored between 6-8 victory points » 640

If you have scored 5 or fewer victory points » 142

If you have "Lock-in" in your Party Journal, cross it out.

Reminder: Do not remove this Scenario card from the game. In the next City step, do not reveal a City Event card and do not spend any City Activity points. You may not play an arena scenario in the next Scenario step.

AGEMONIA